

FIG. 1

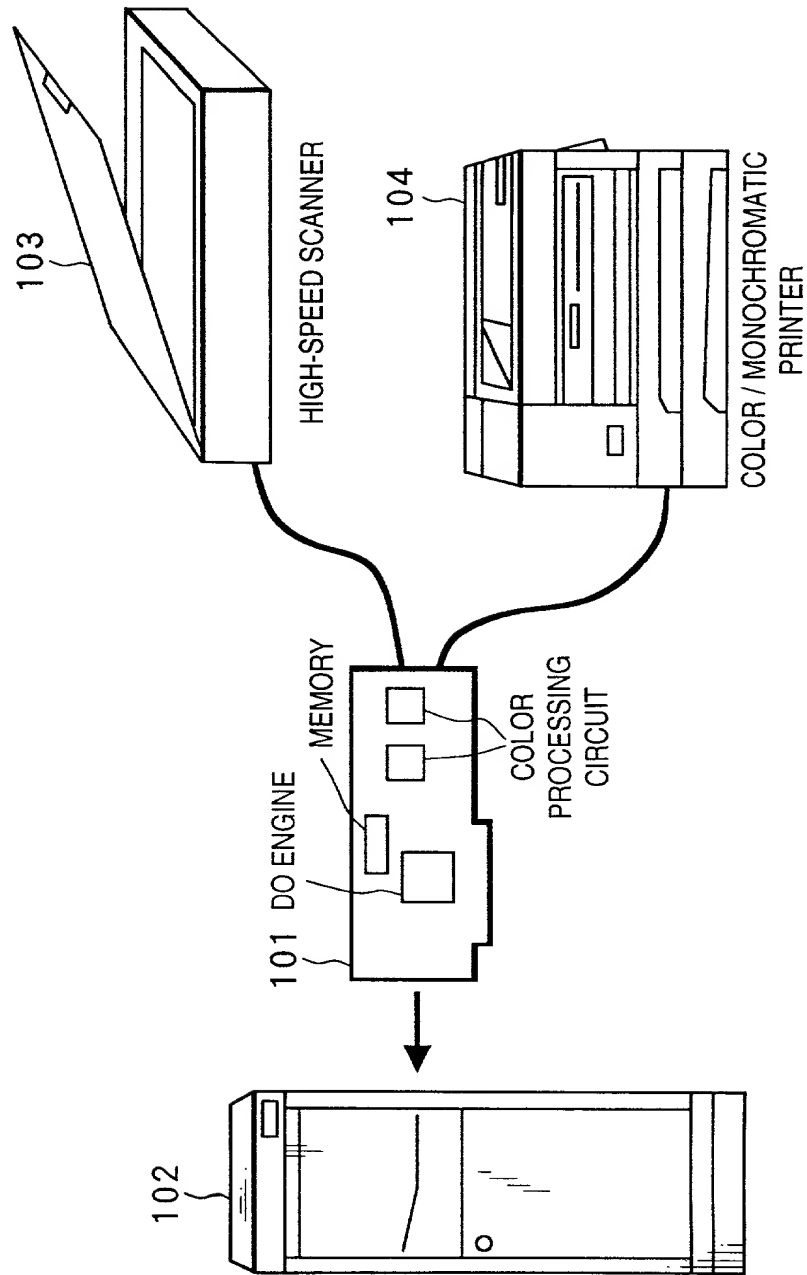


FIG. 2

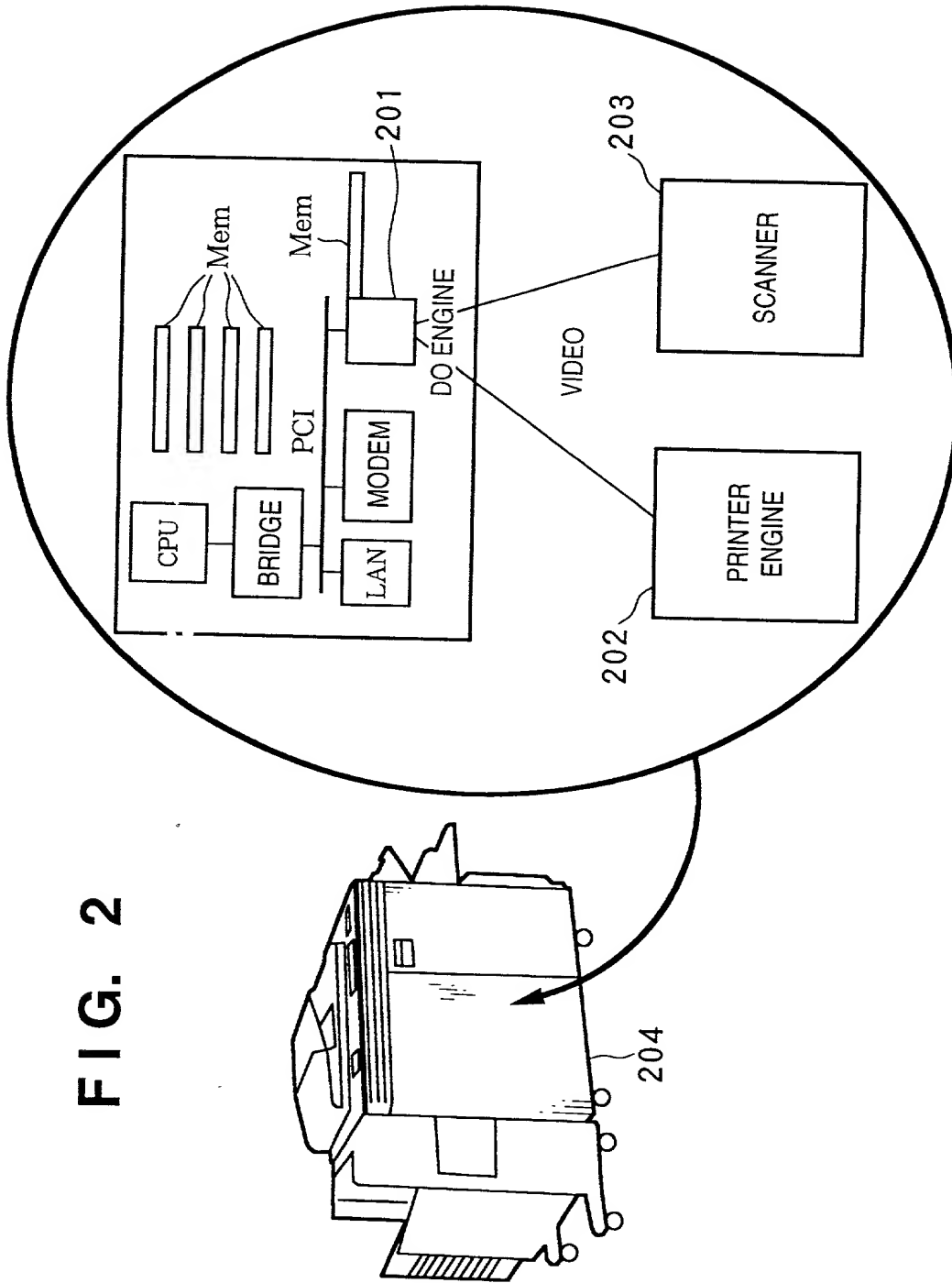


FIG. 3A

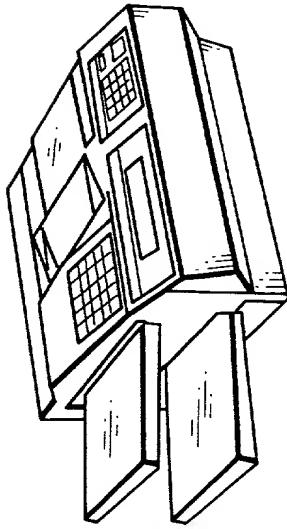


FIG. 3B

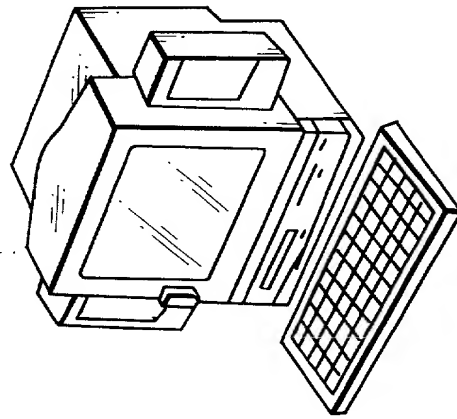
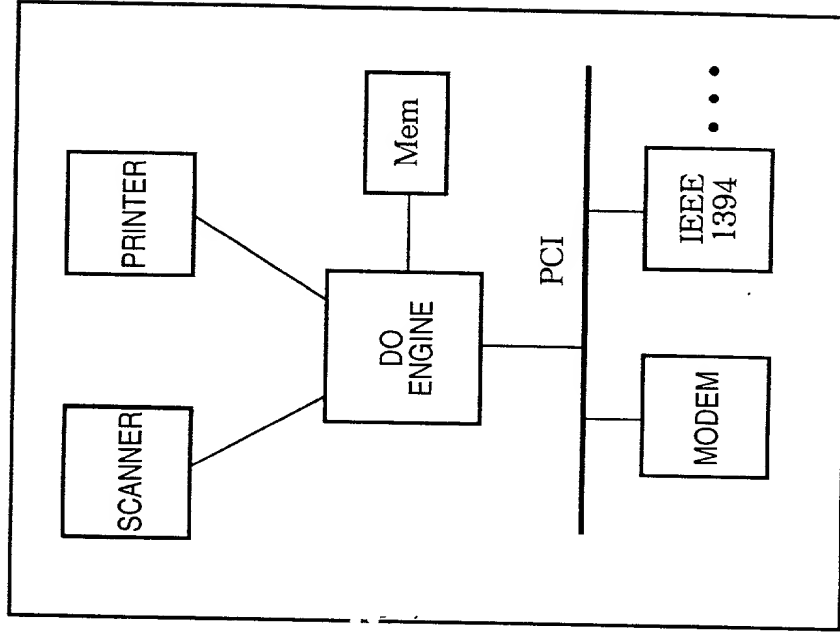


FIG. 3C



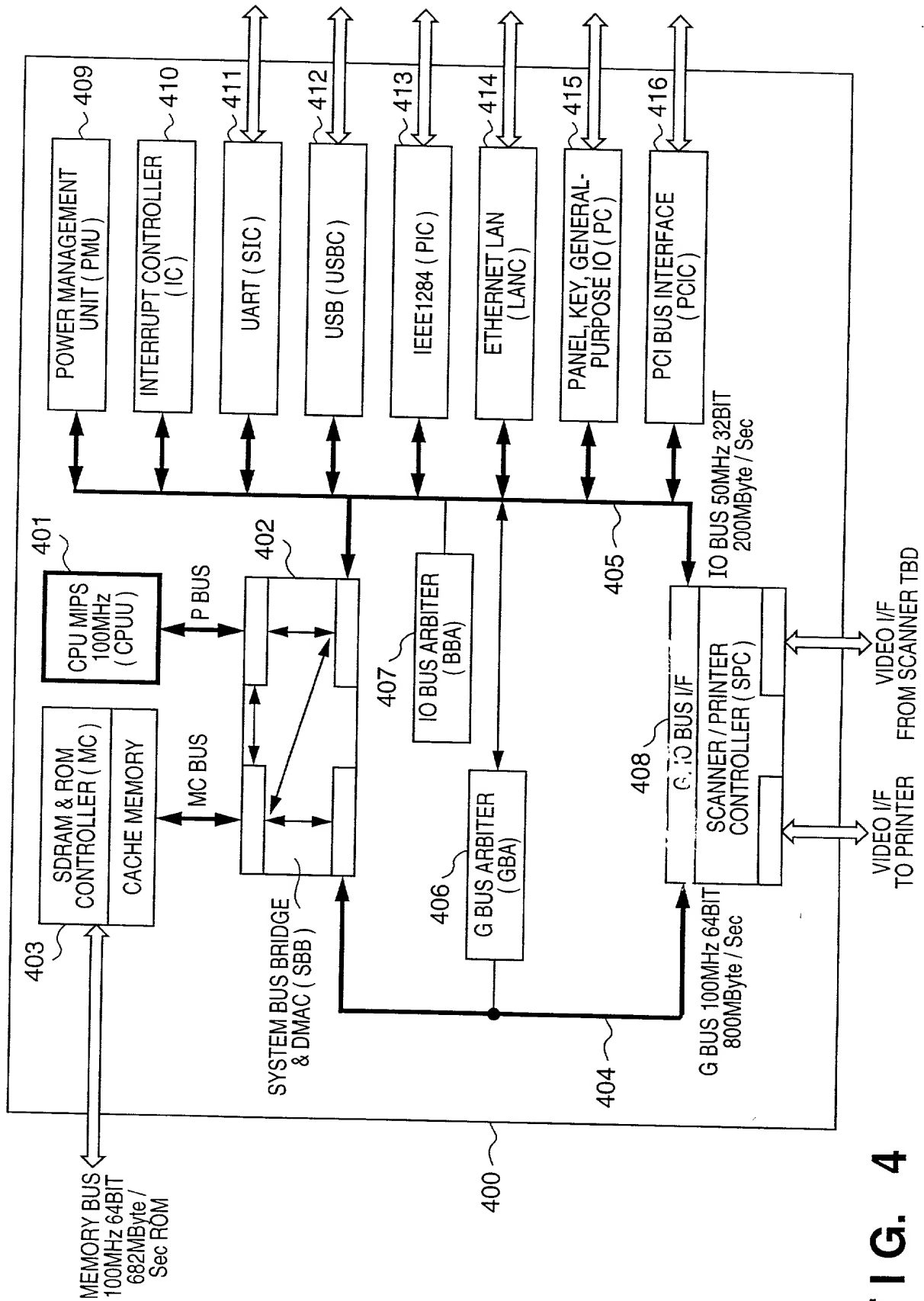


FIG. 4

FIG. 5

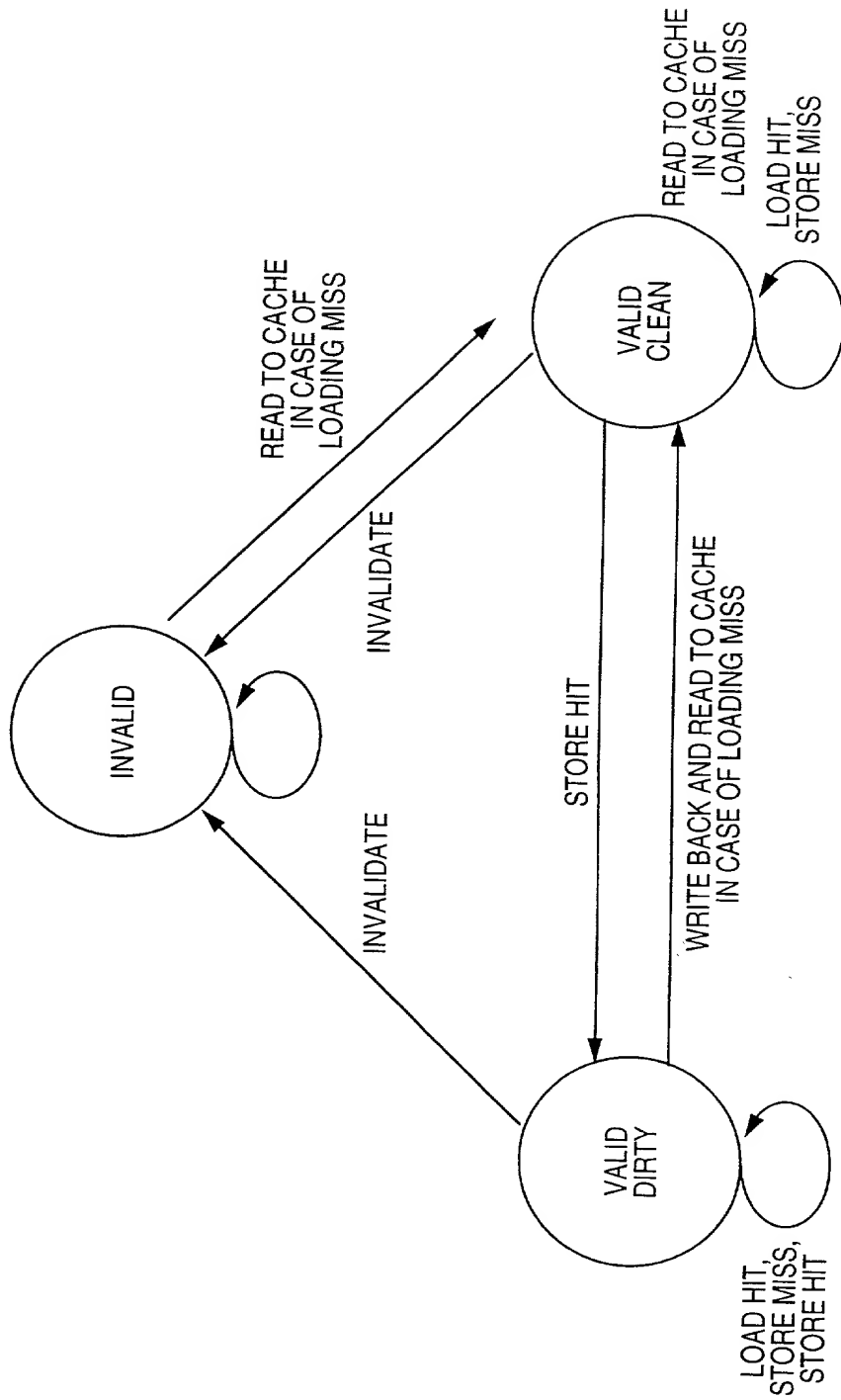


FIG. 6

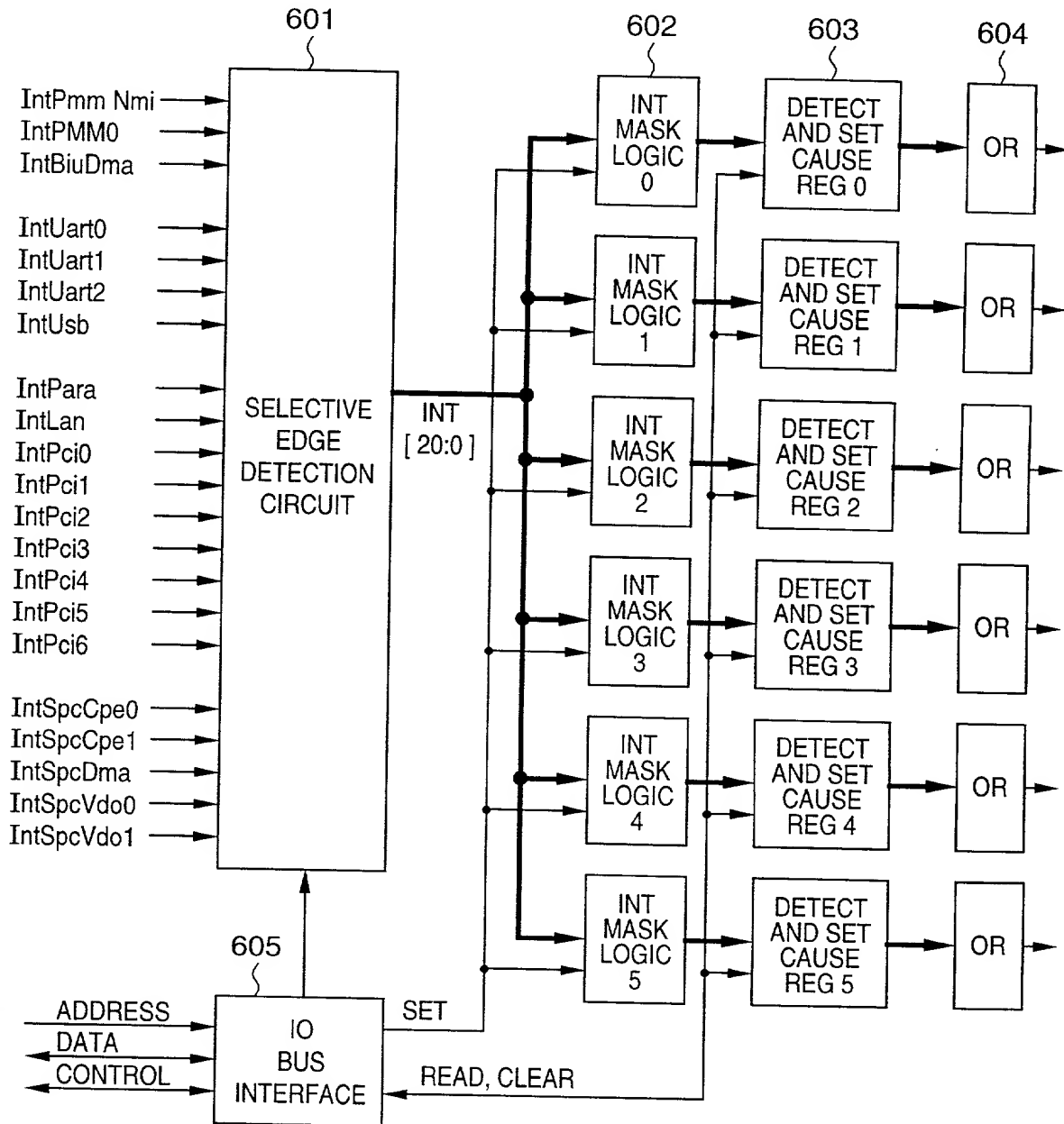


FIG. 7

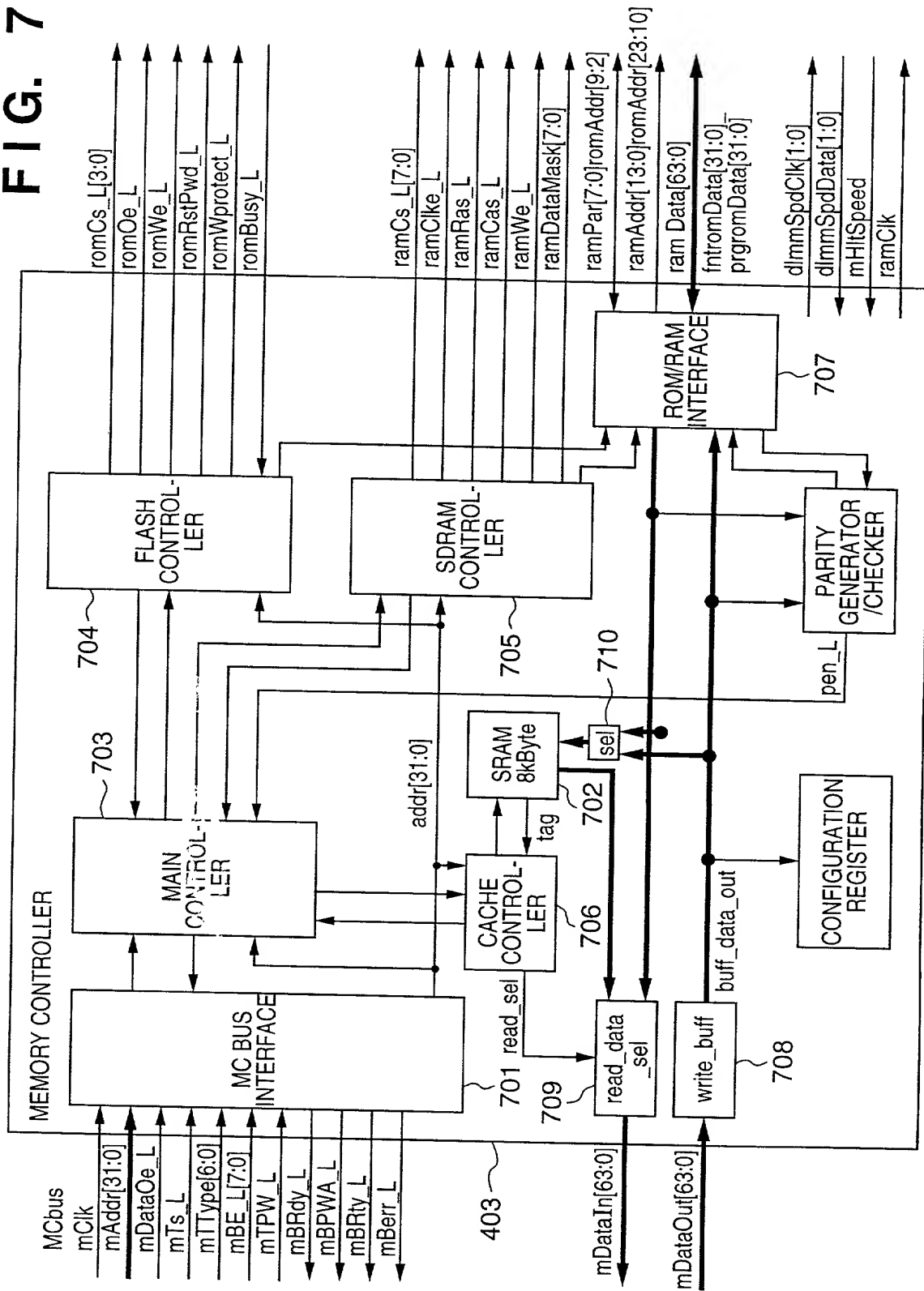


FIG. 8

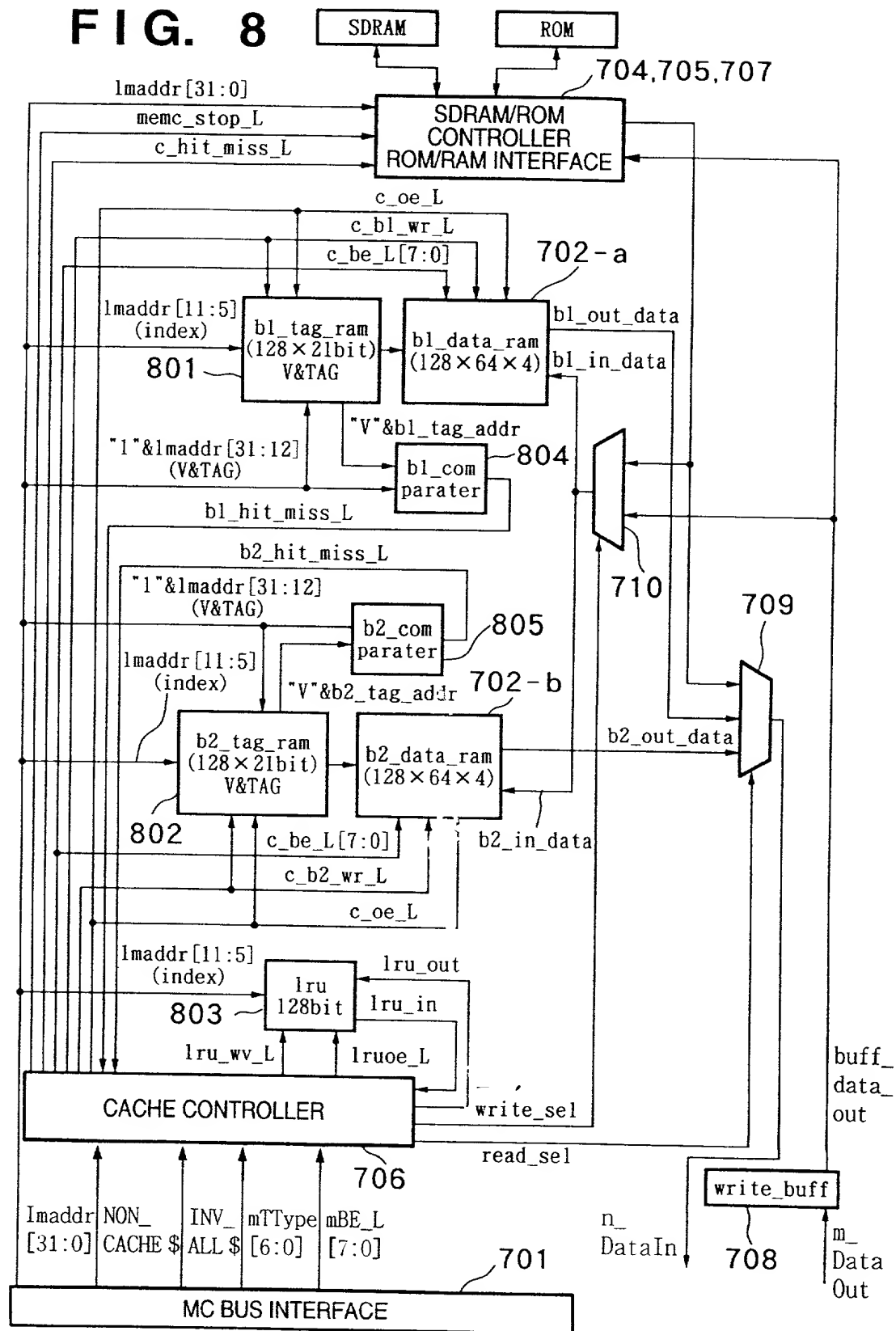


FIG. 9

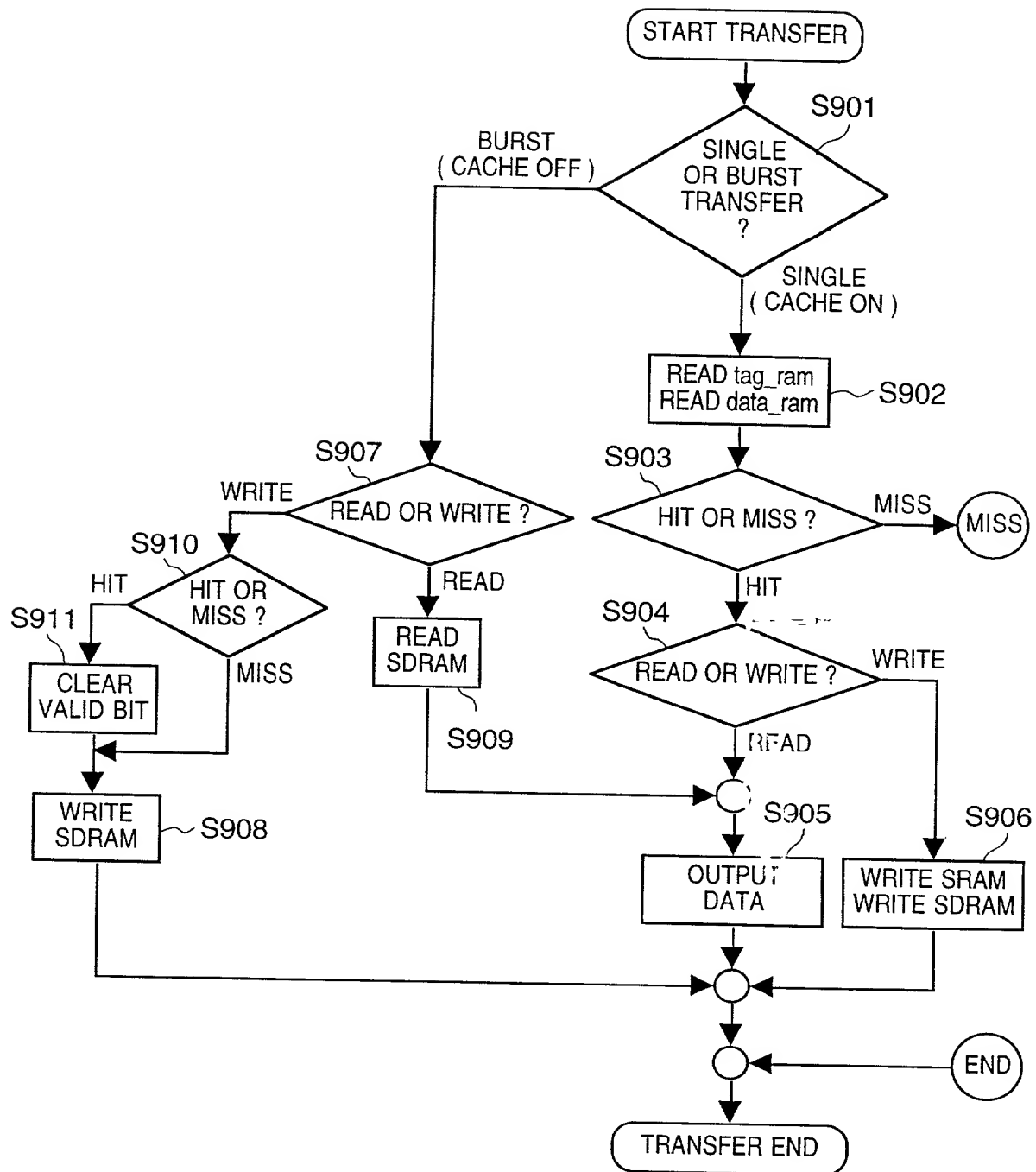


FIG. 10

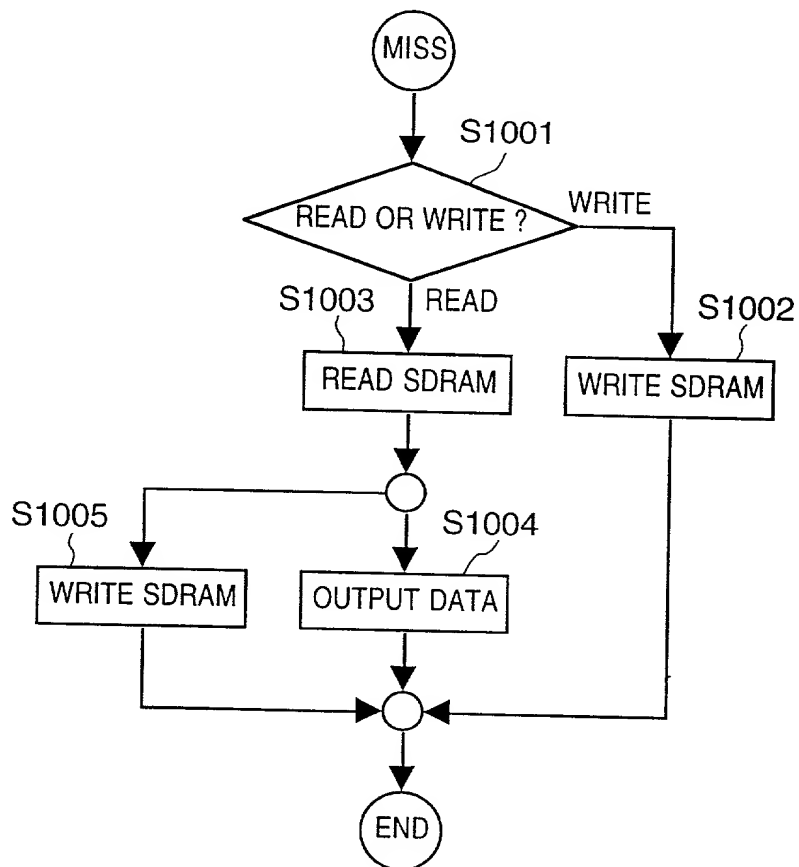


FIG. 11

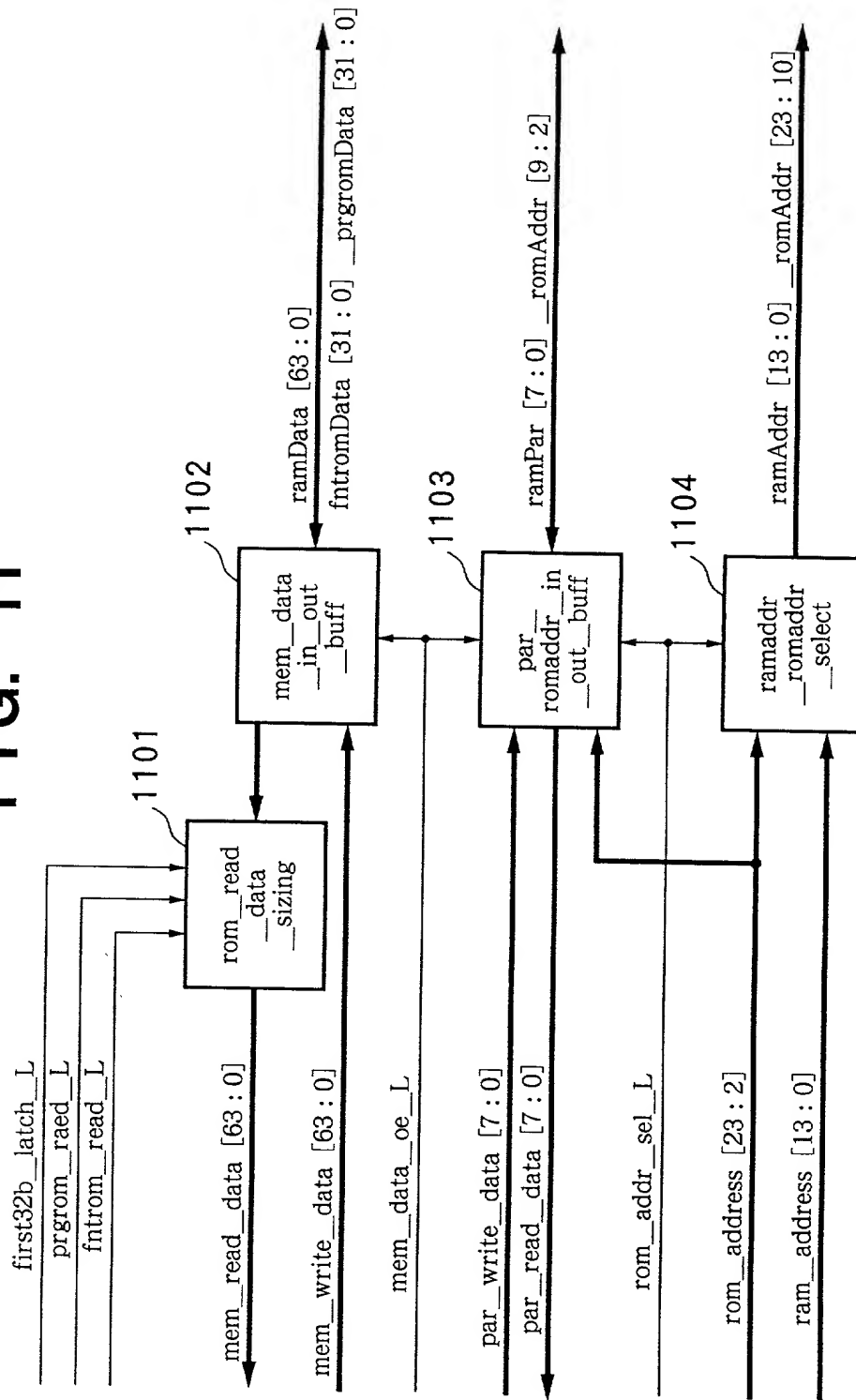


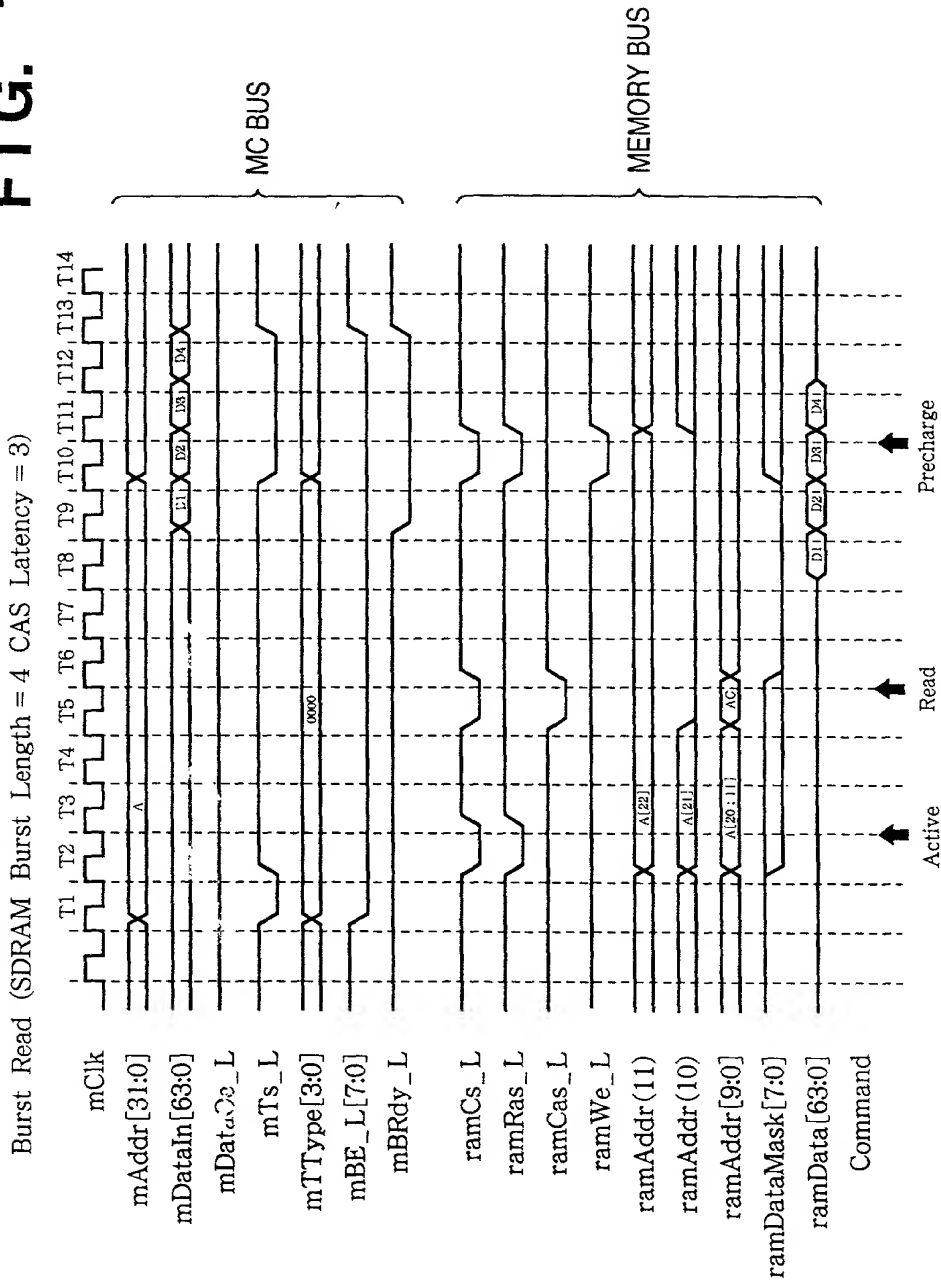
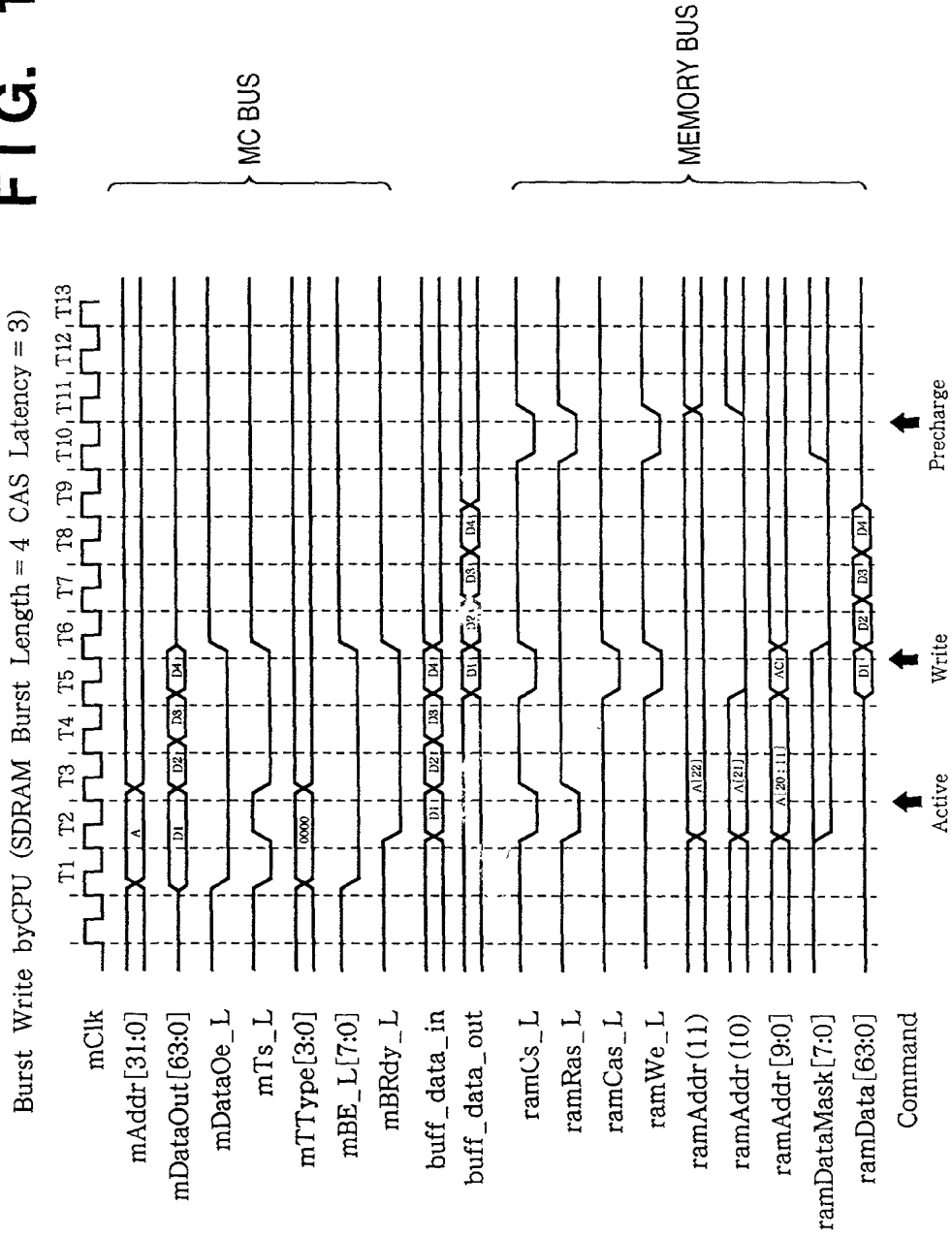
FIG. 12

FIG. 13



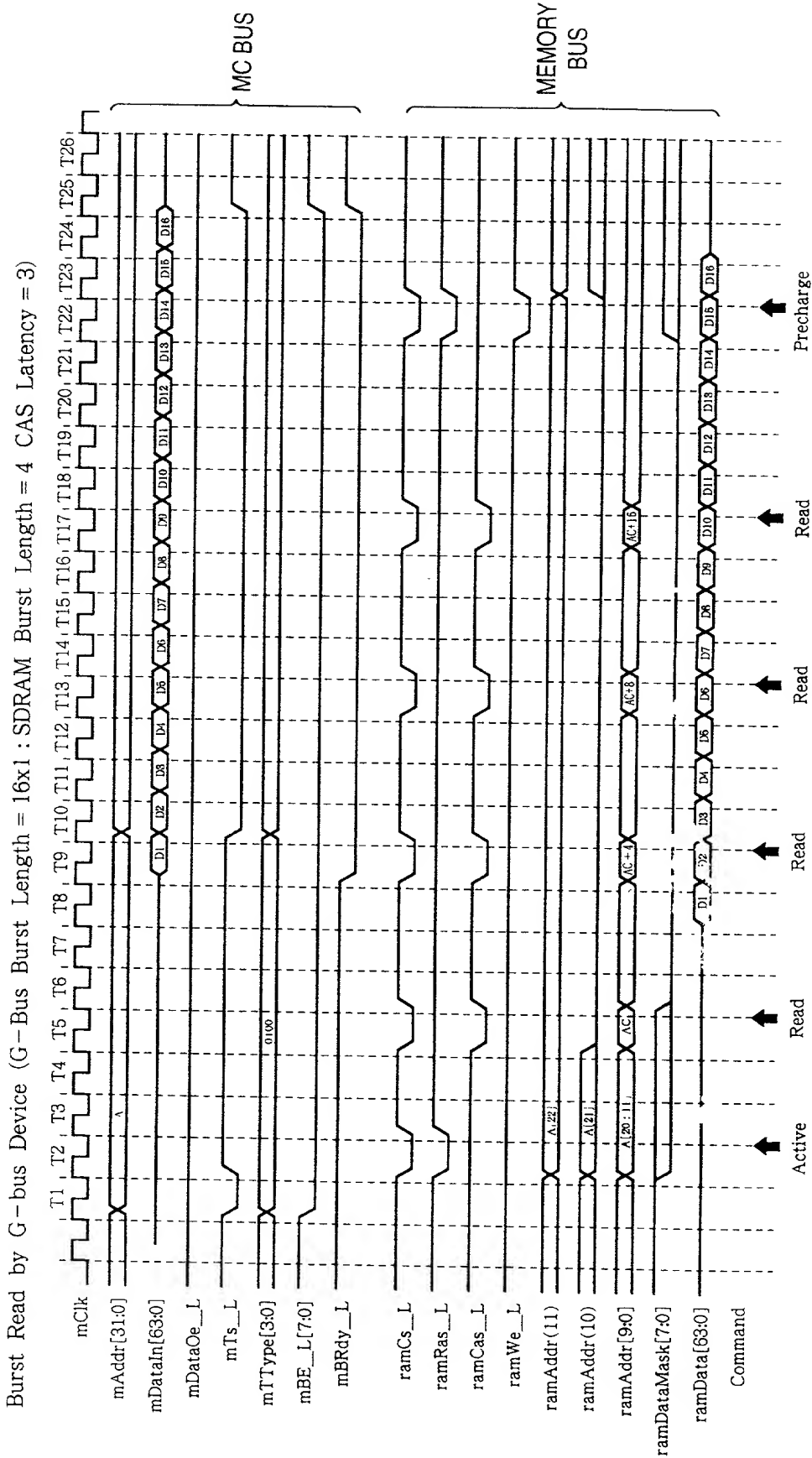


FIG. 14

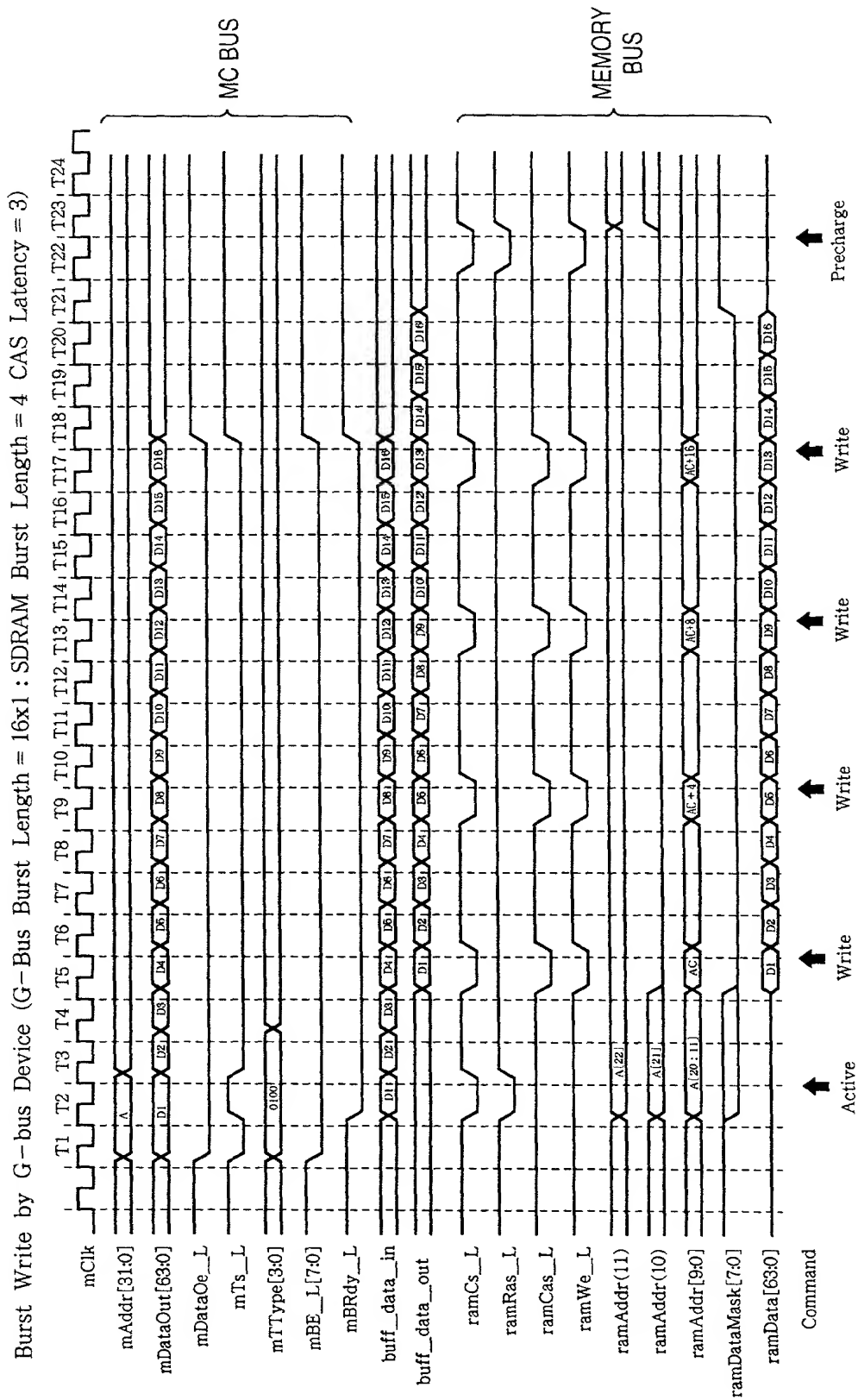


FIG. 15

FIG. 16

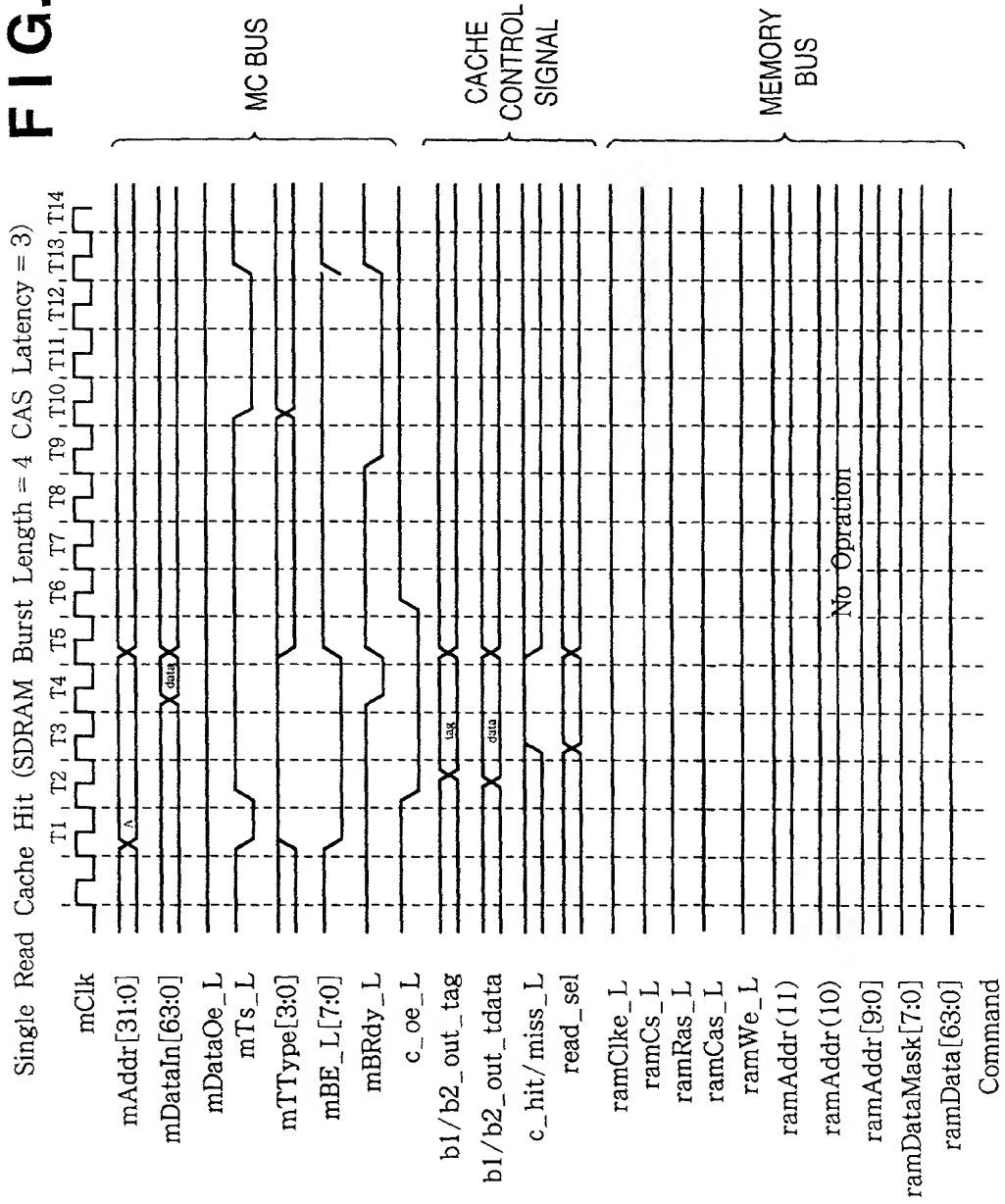


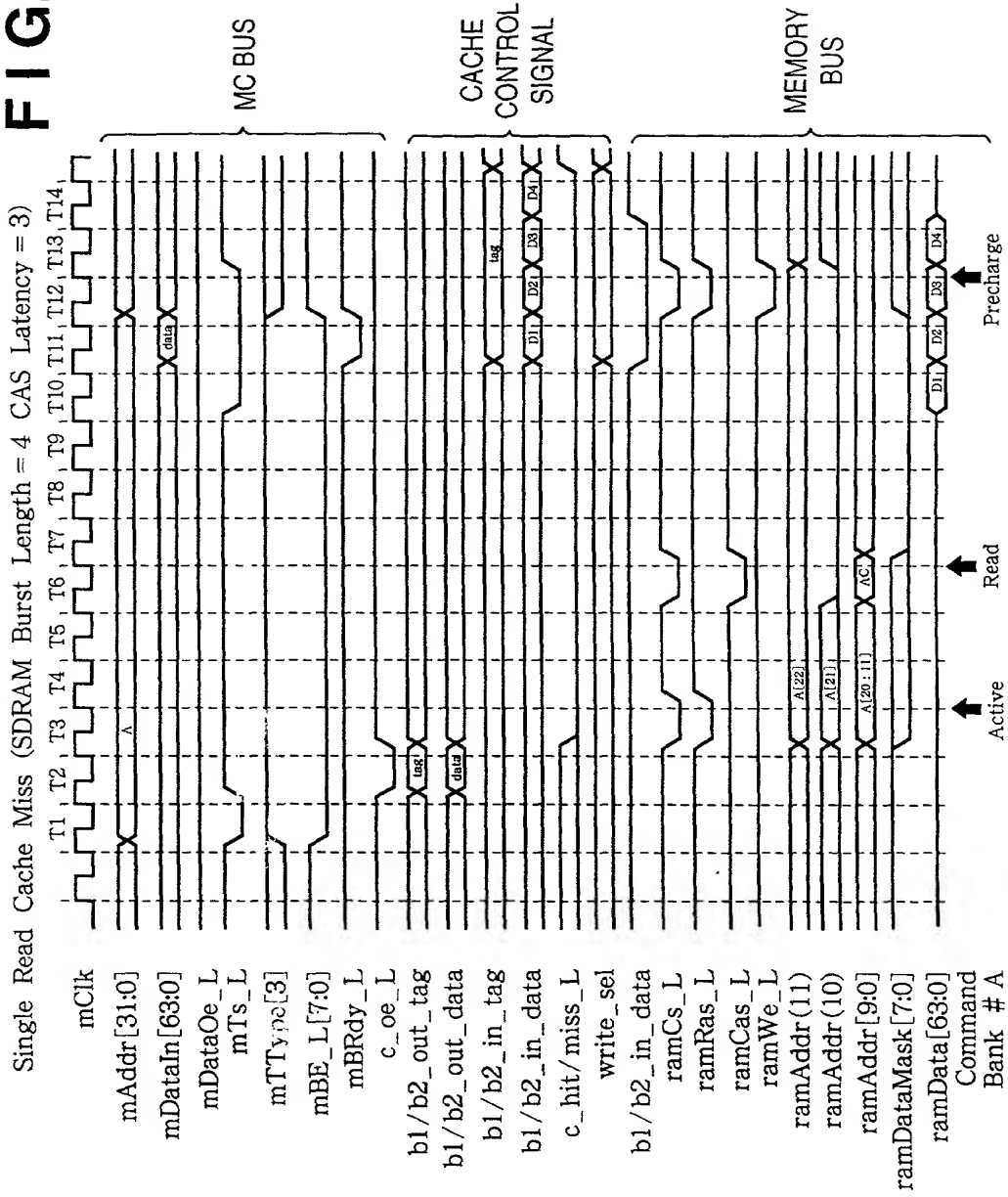
FIG. 17

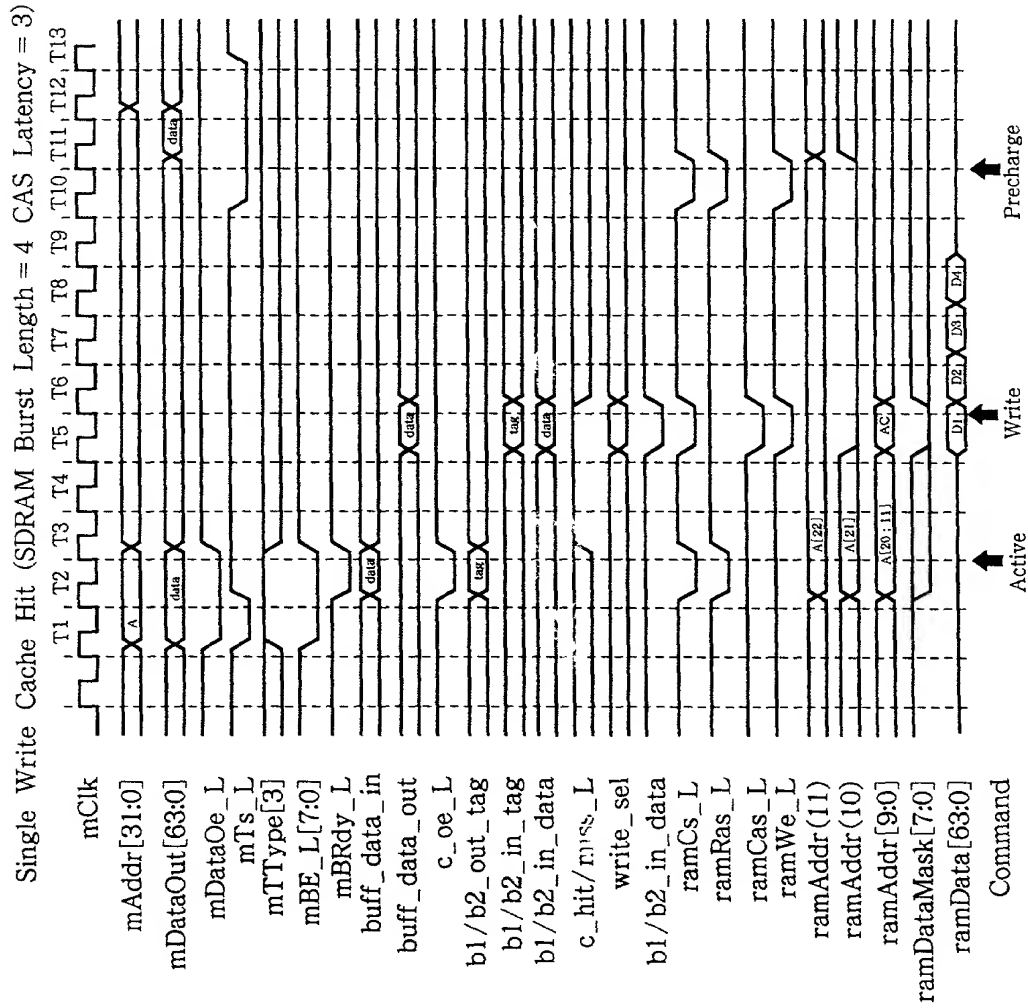
FIG. 18

FIG. 19

Single Write Cache Miss (SDRAM Burst Length = 4 CAS Latency = 3)

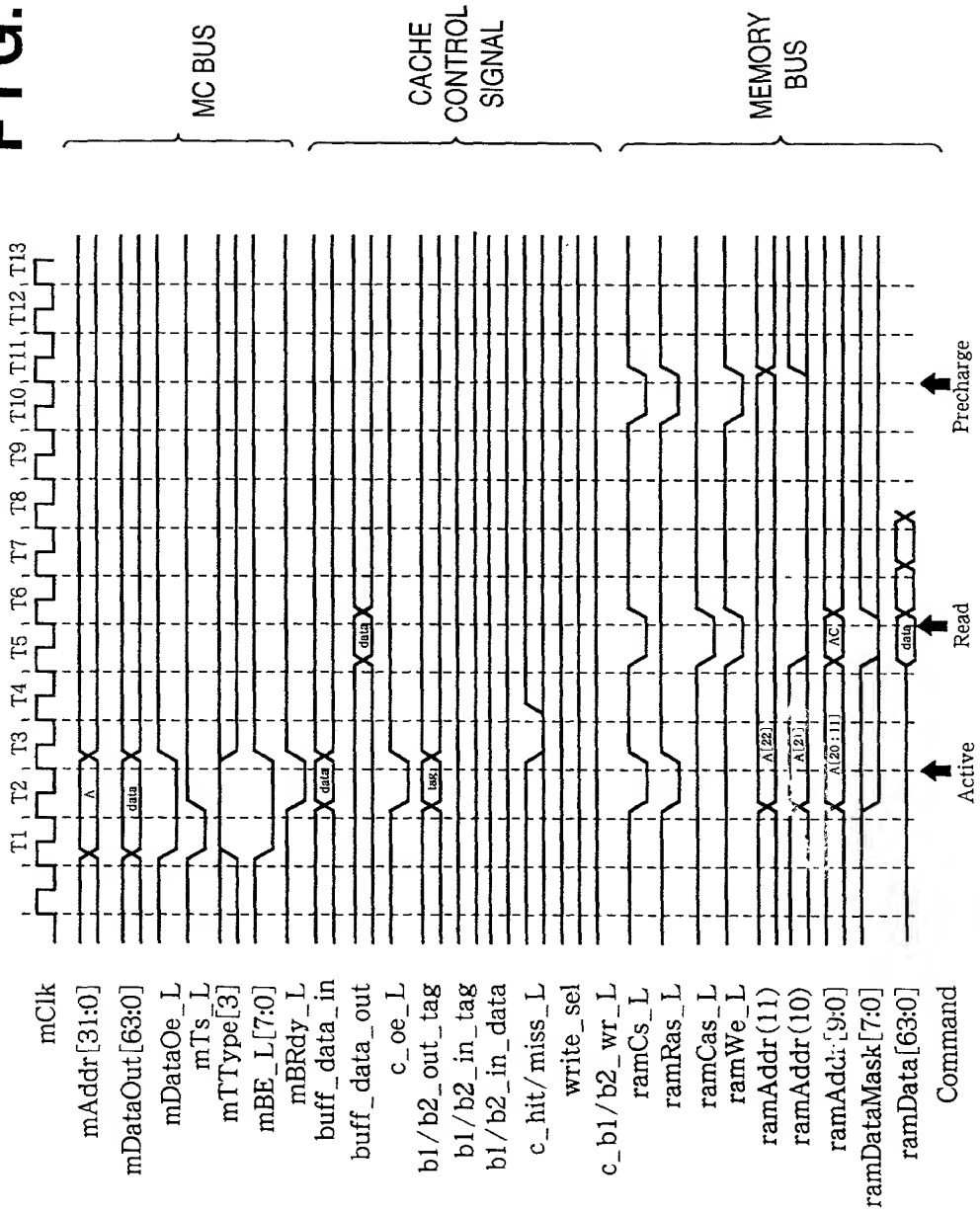
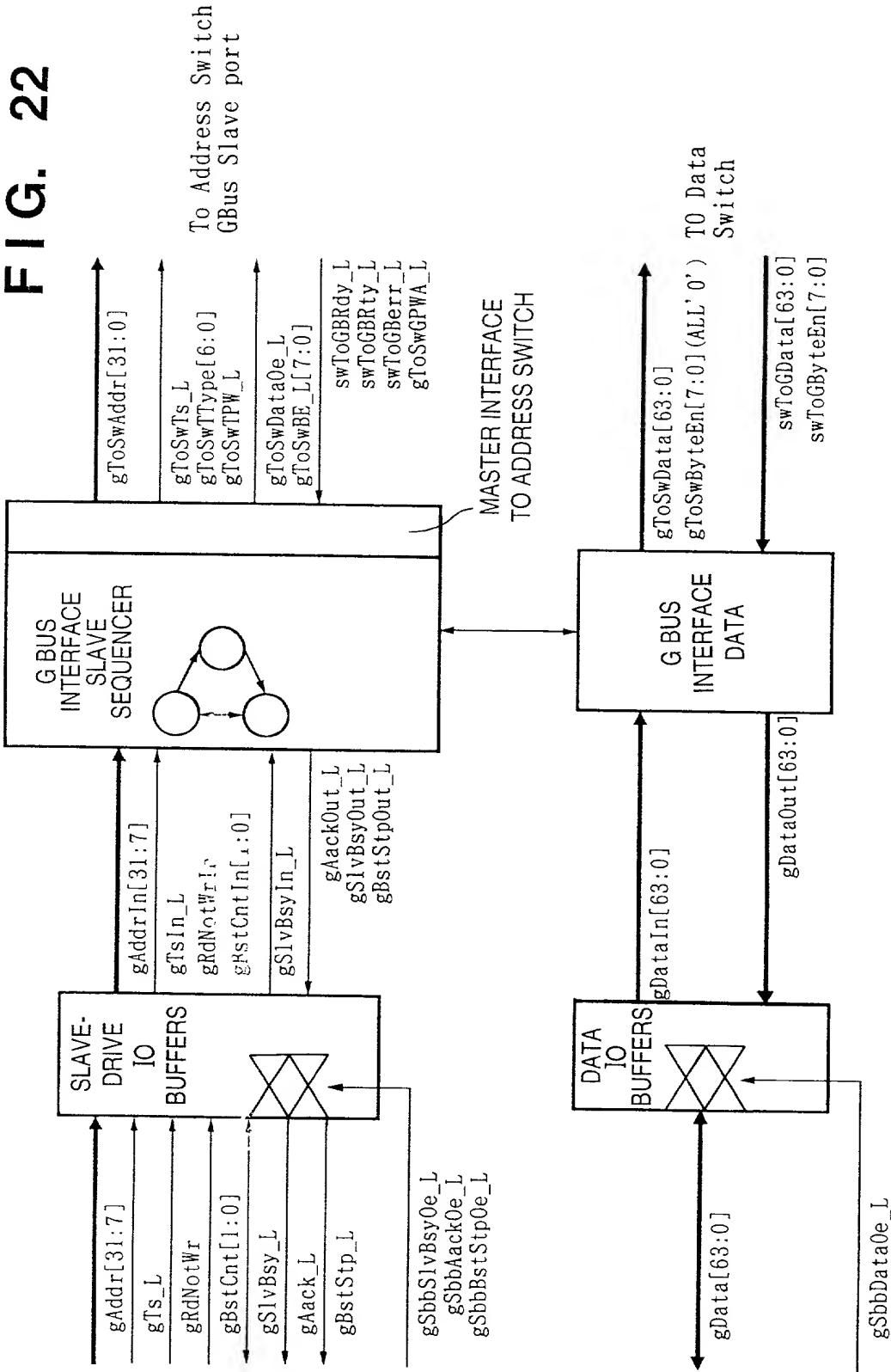




FIG. 22



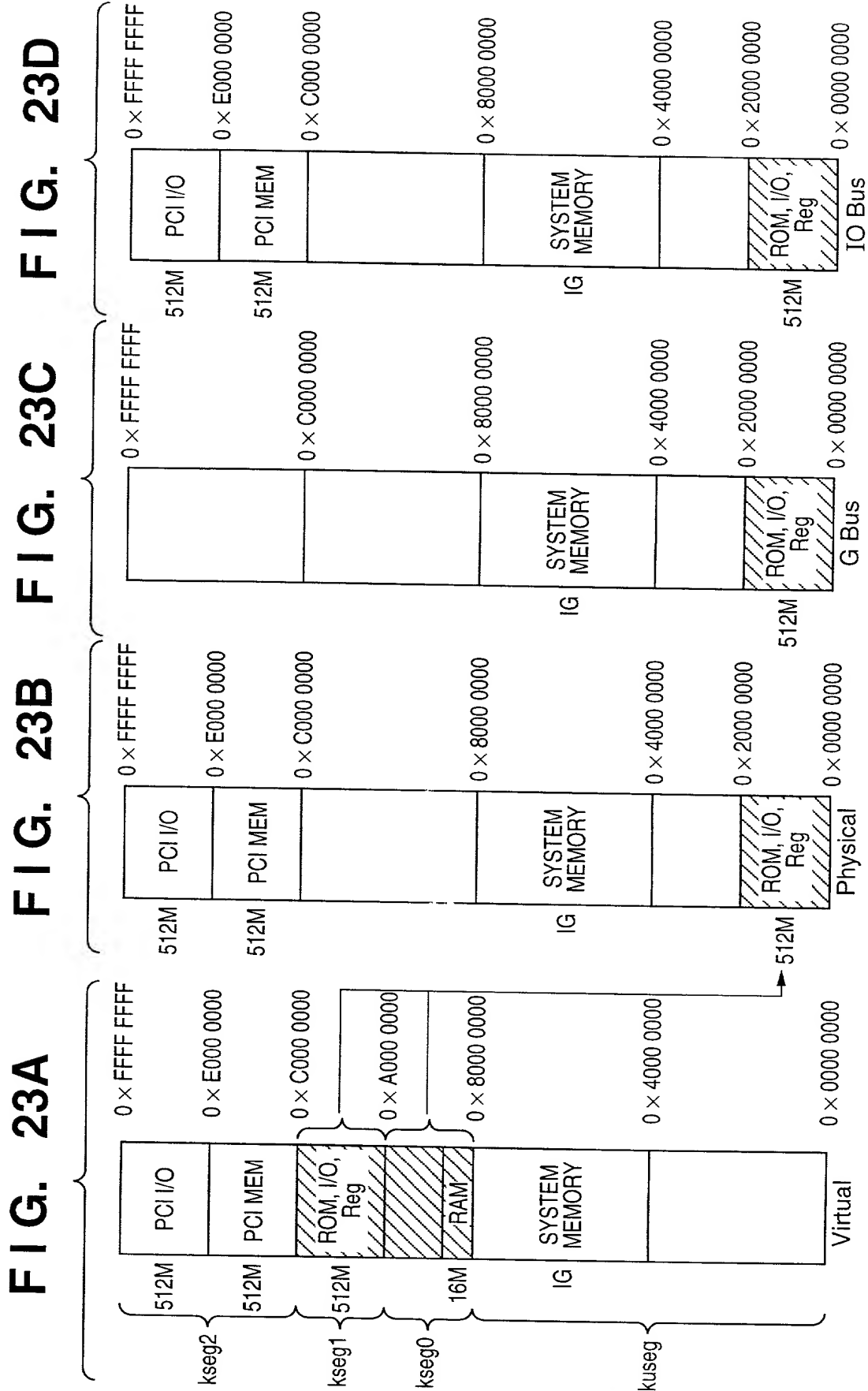


FIG. 24A

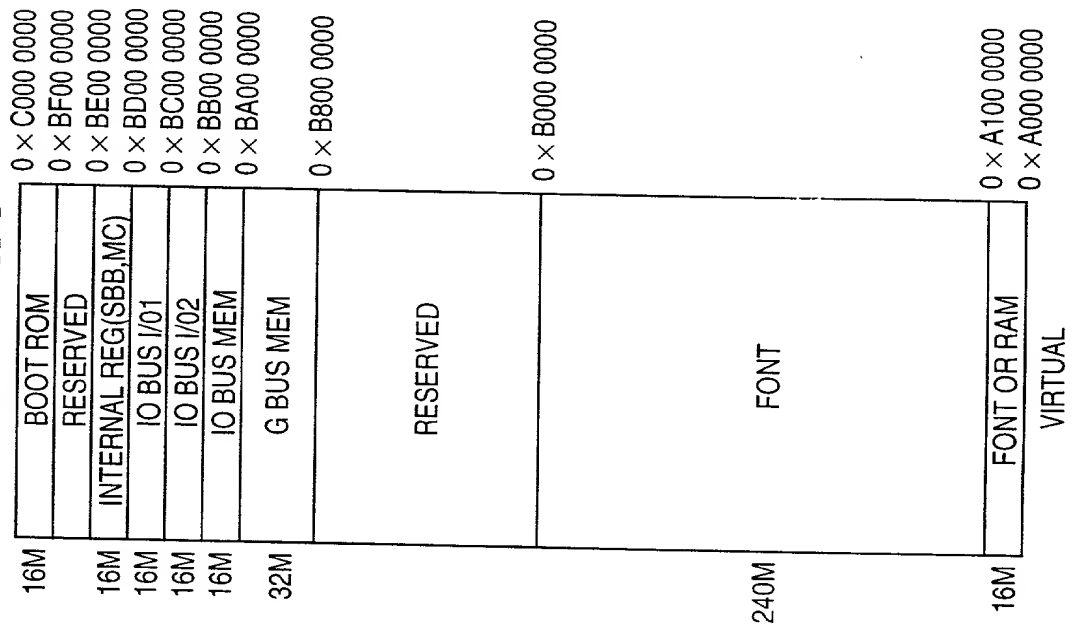


FIG. 24B

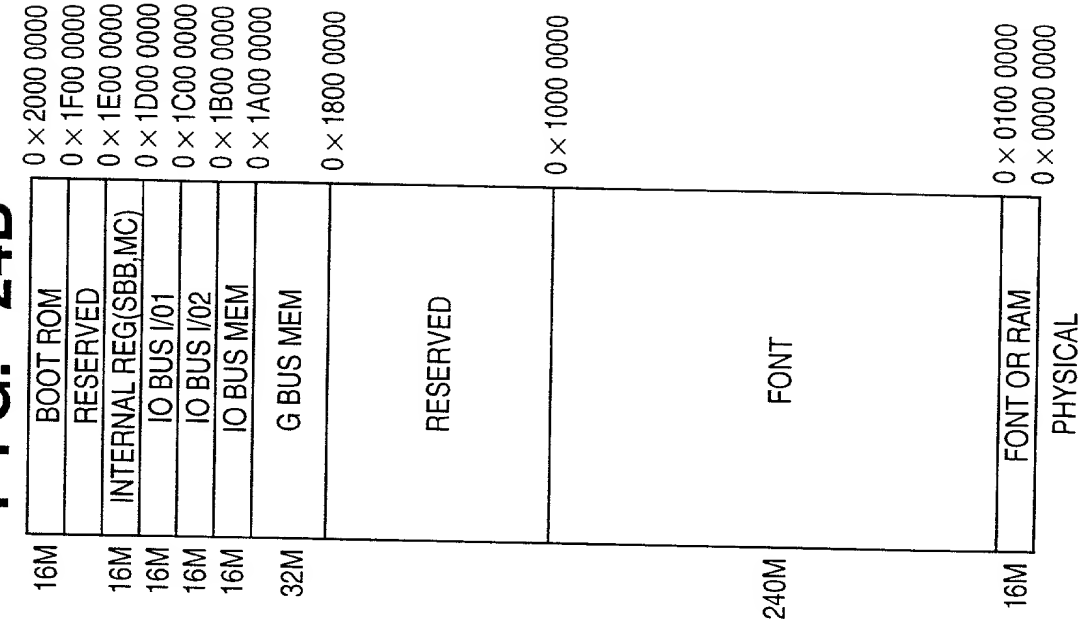


FIG. 24C

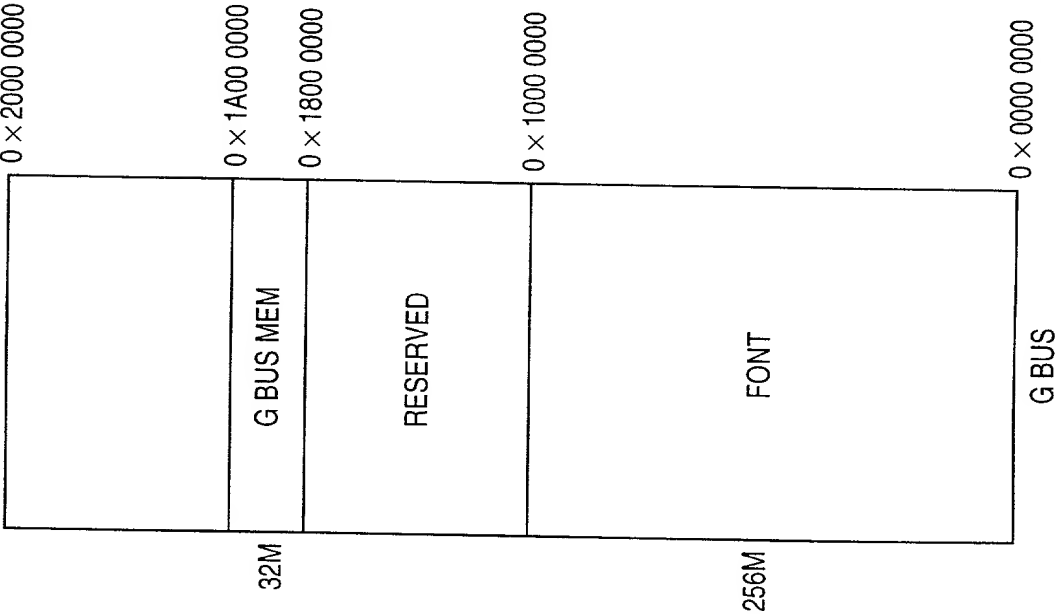
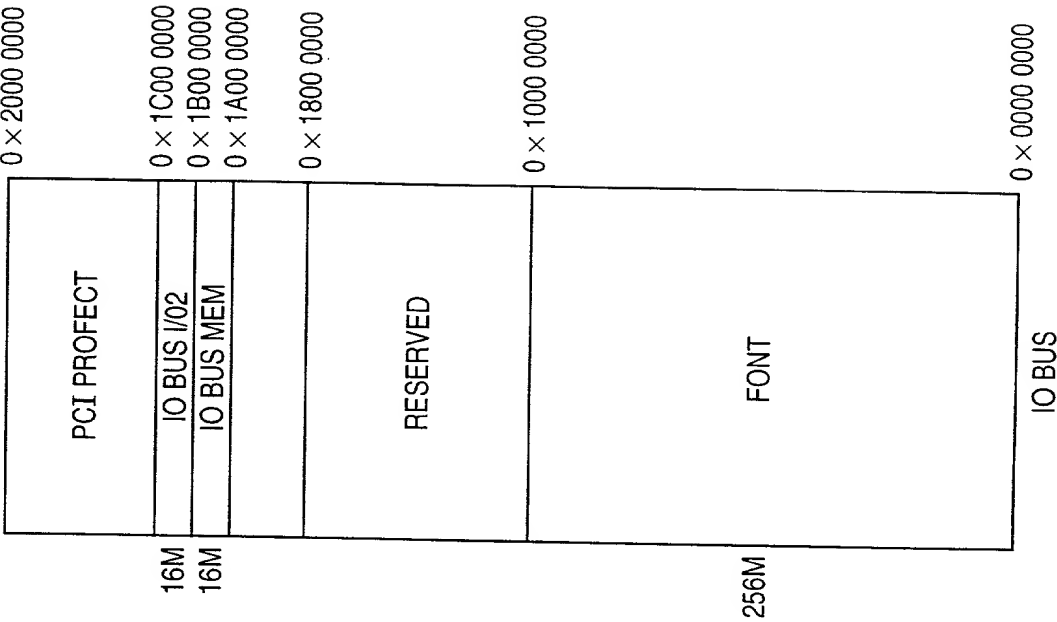


FIG. 24D



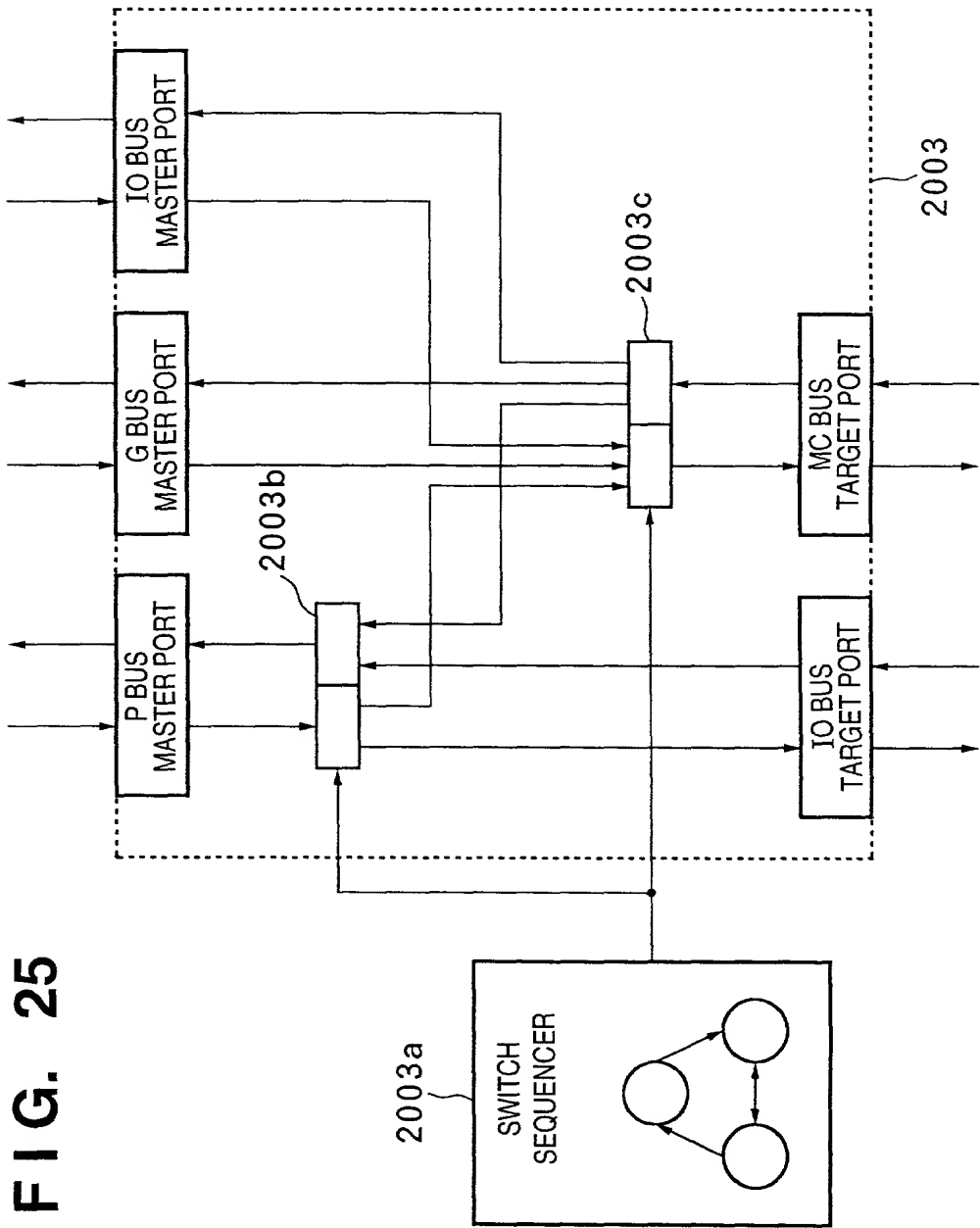
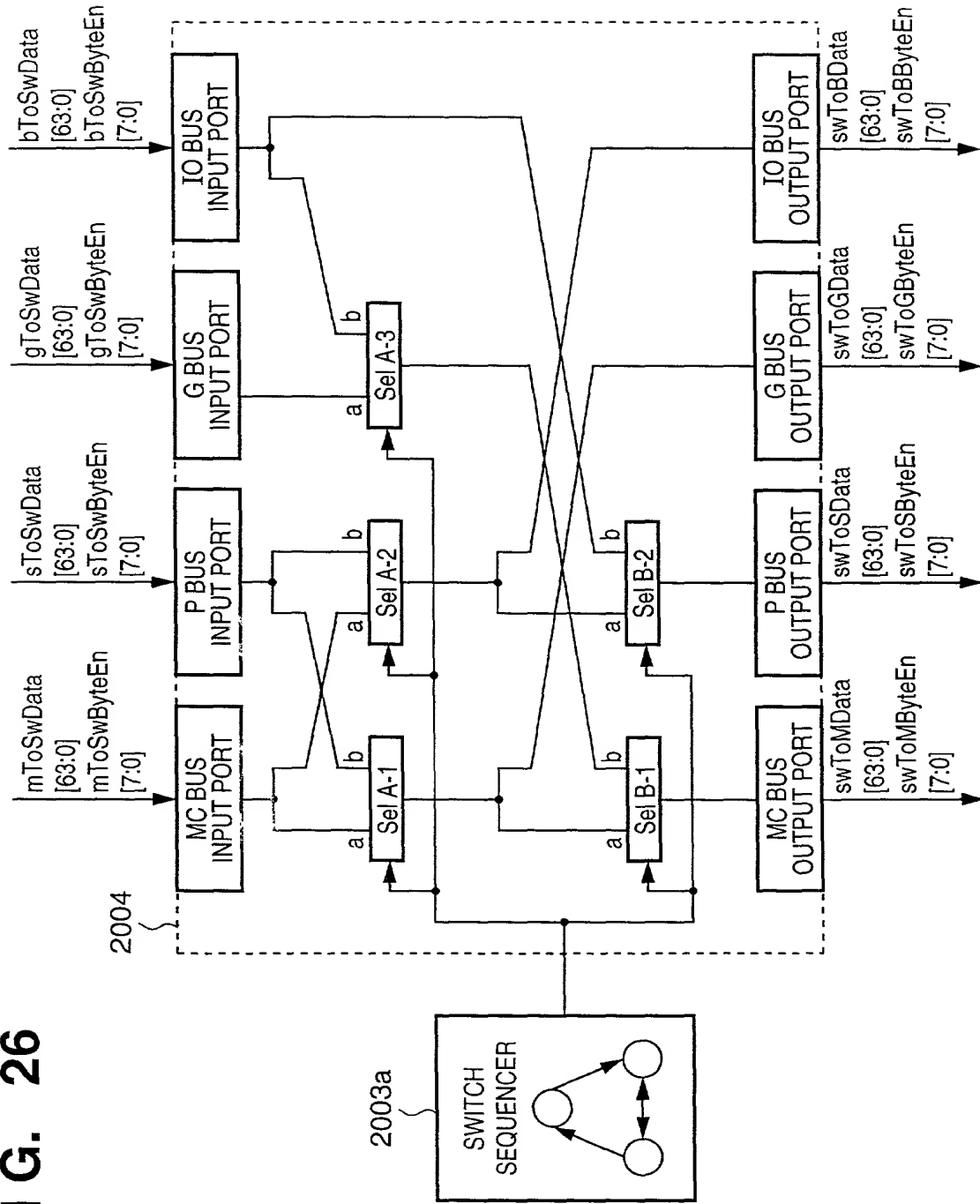


FIG. 26



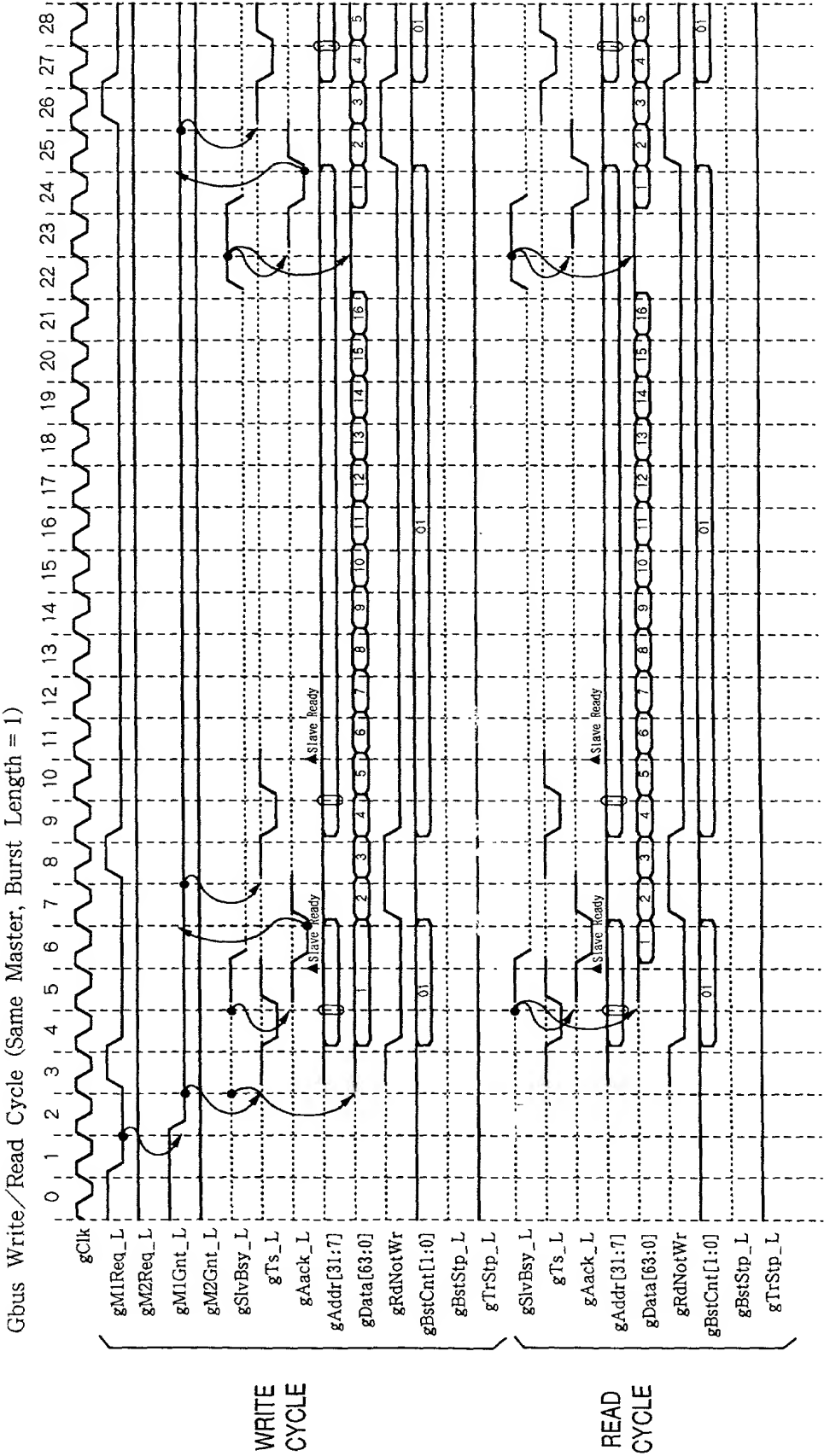


FIG. 27

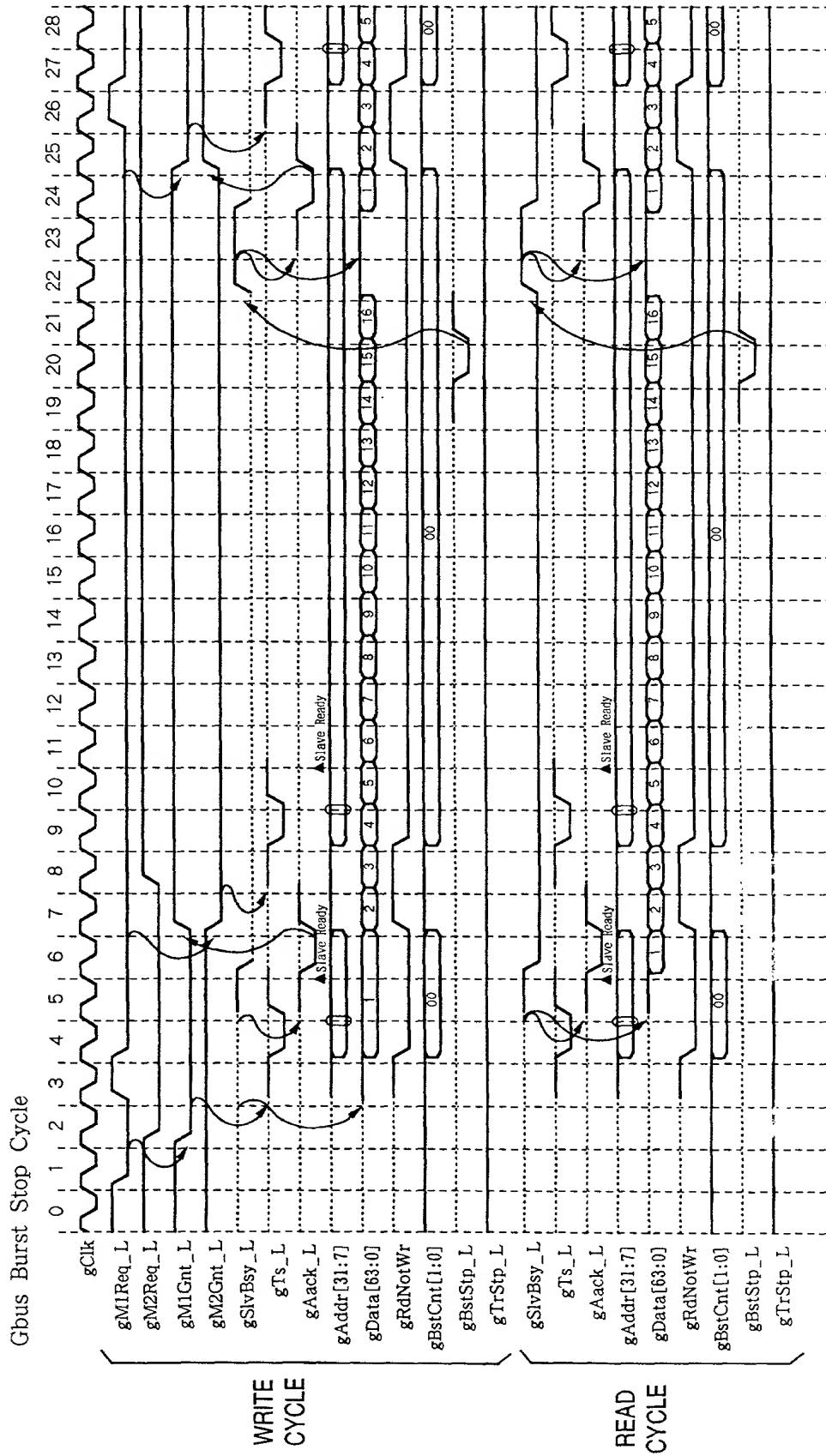


FIG. 28

FIG. 29

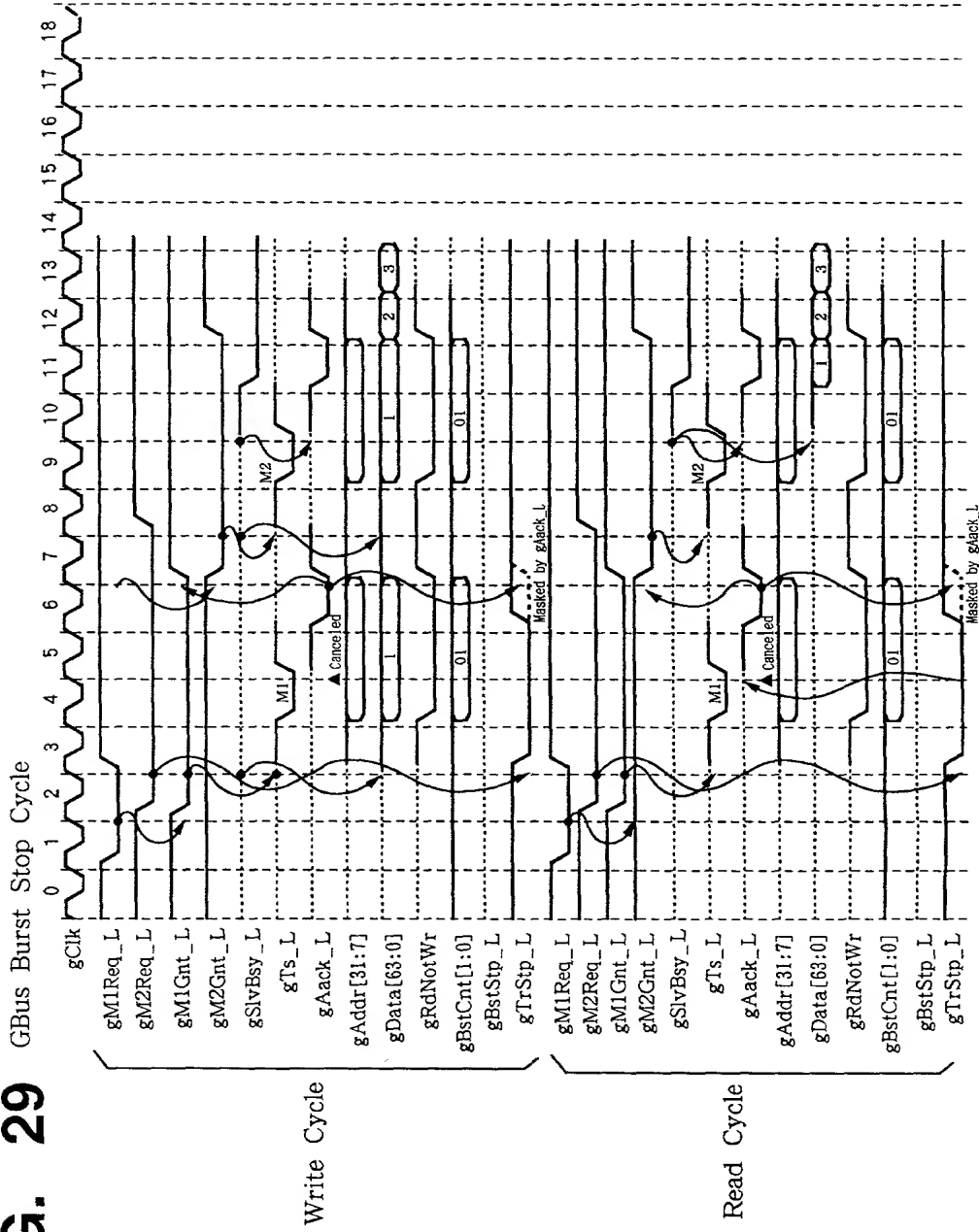


FIG. 30

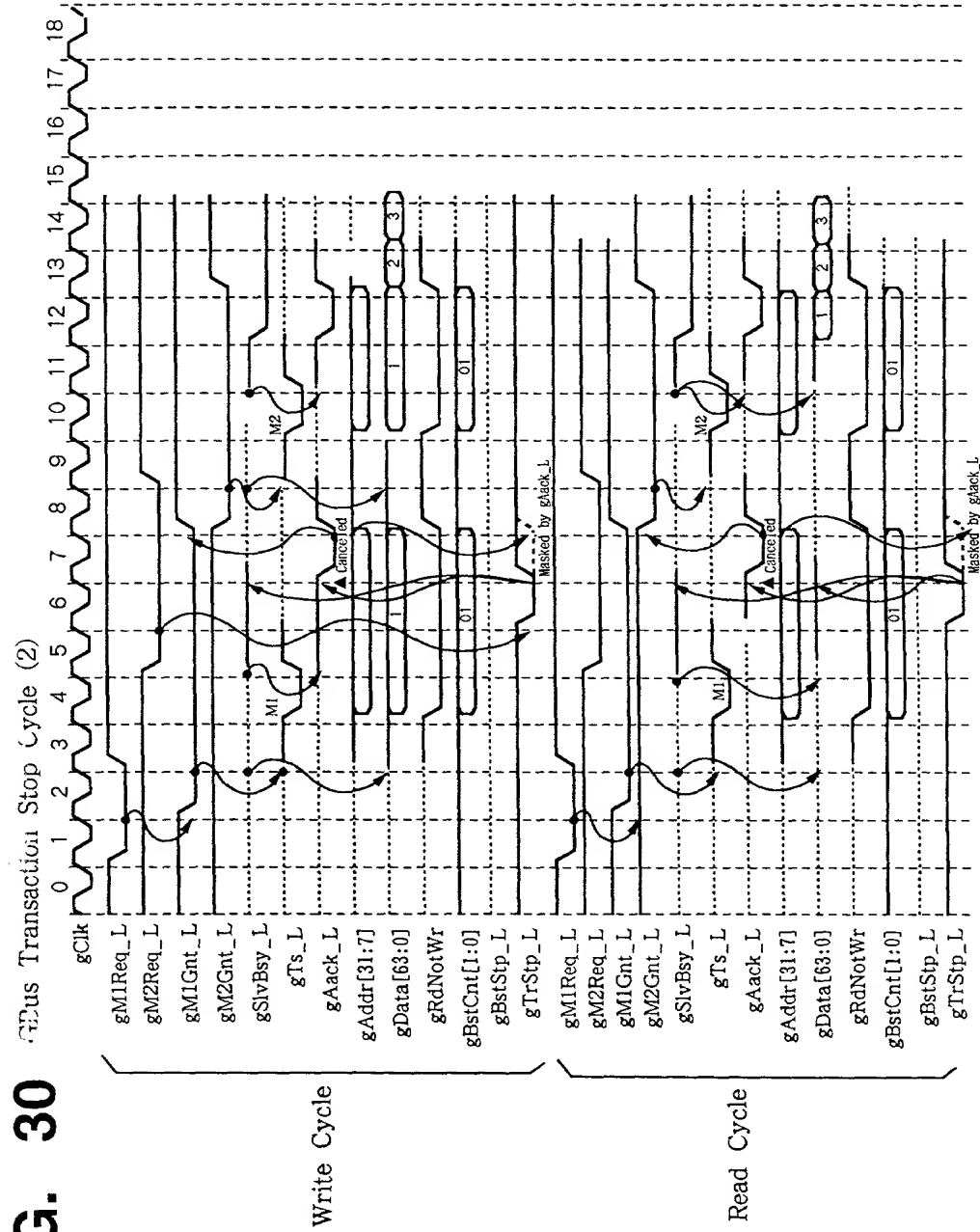


FIG. 31

GBus Transaction Stop Cycle (3)

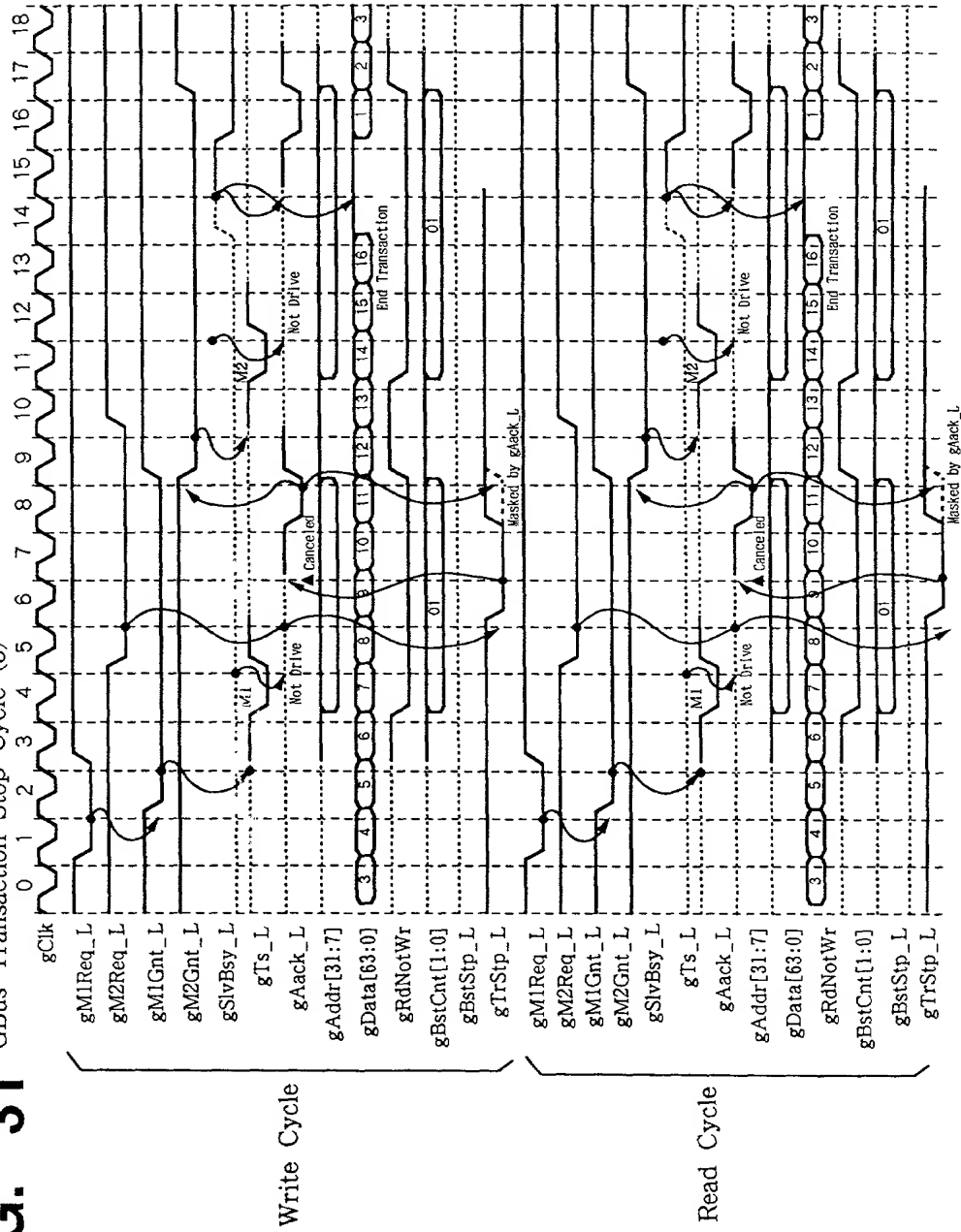


FIG. 32

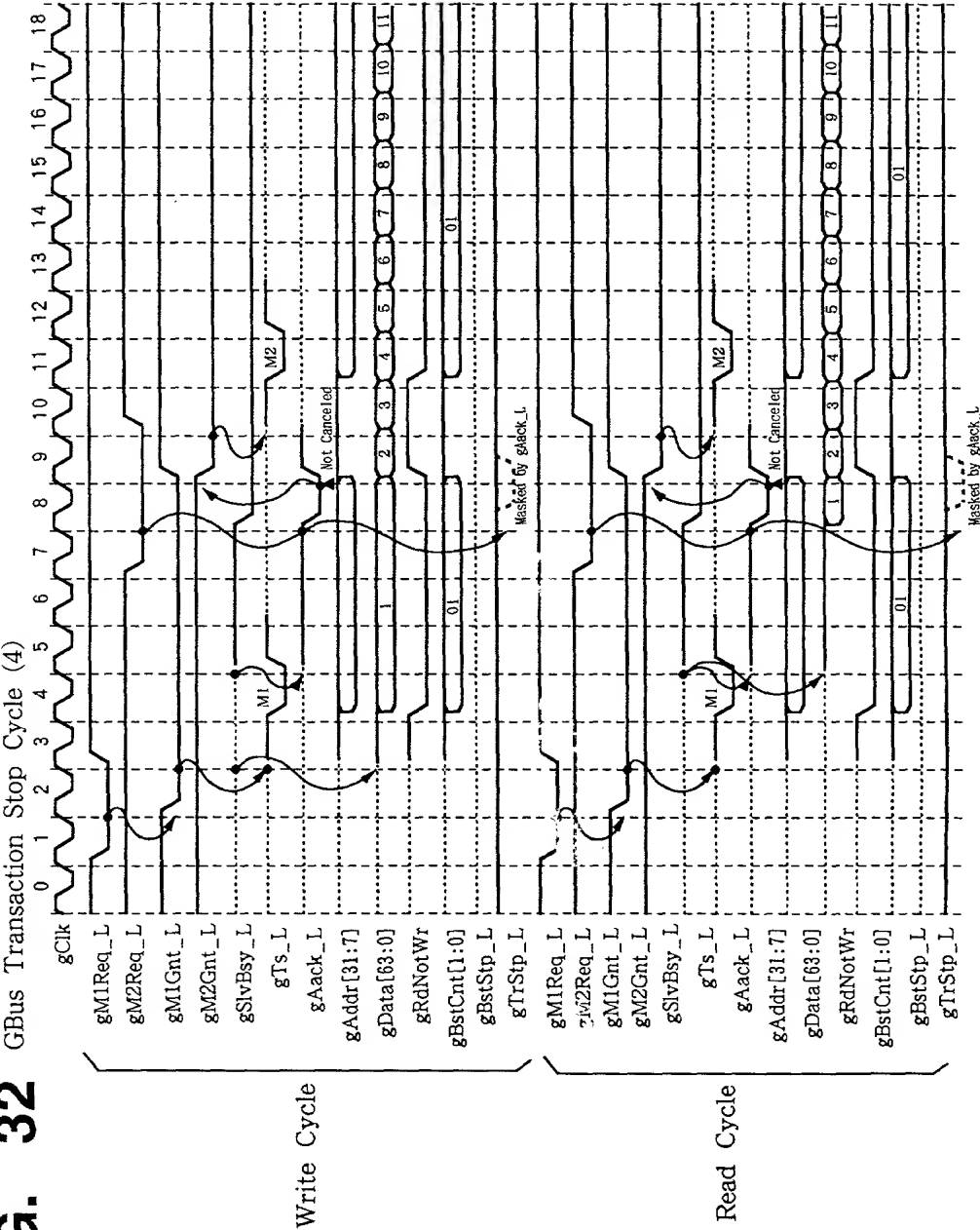
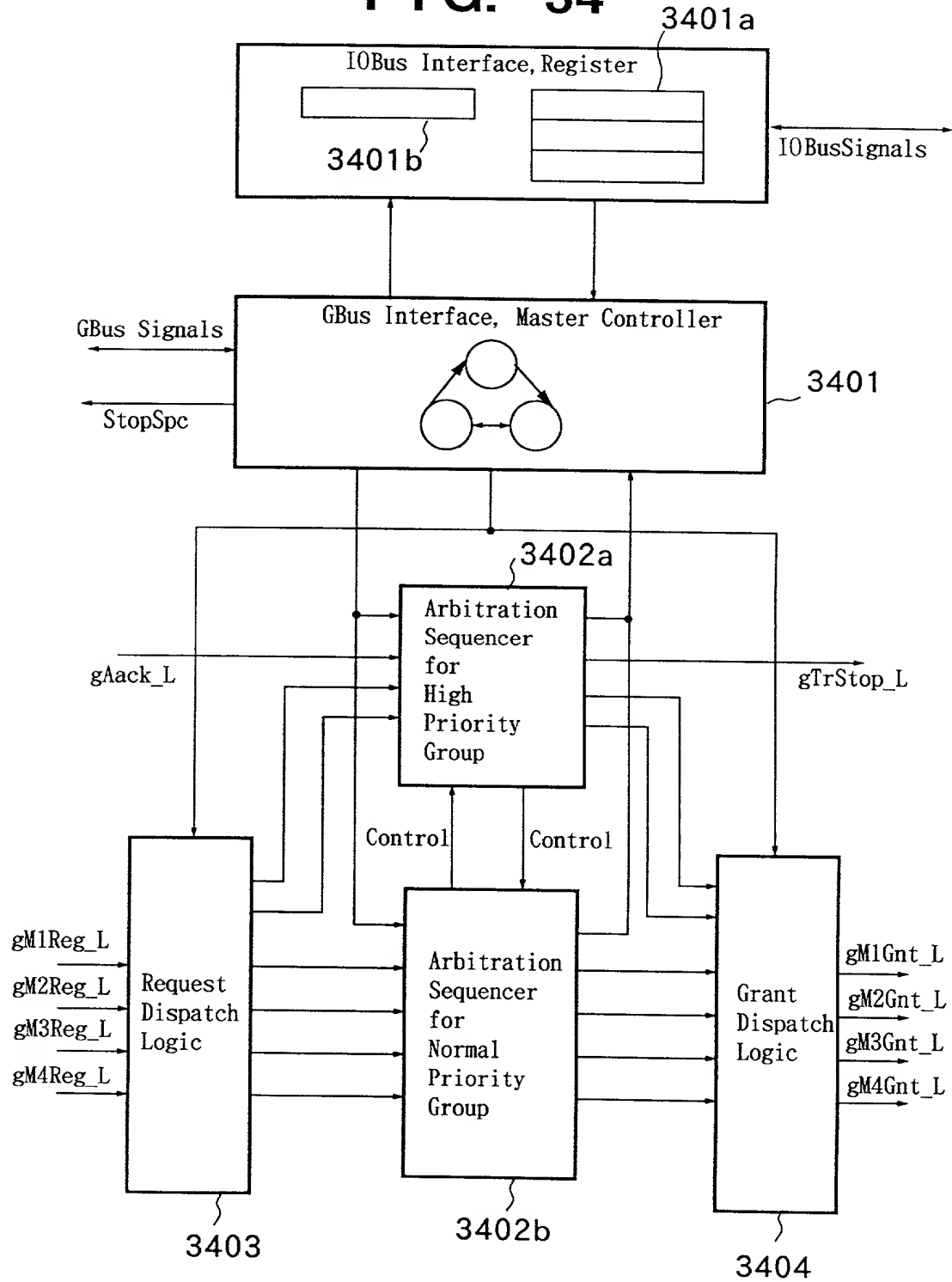


FIG. 34

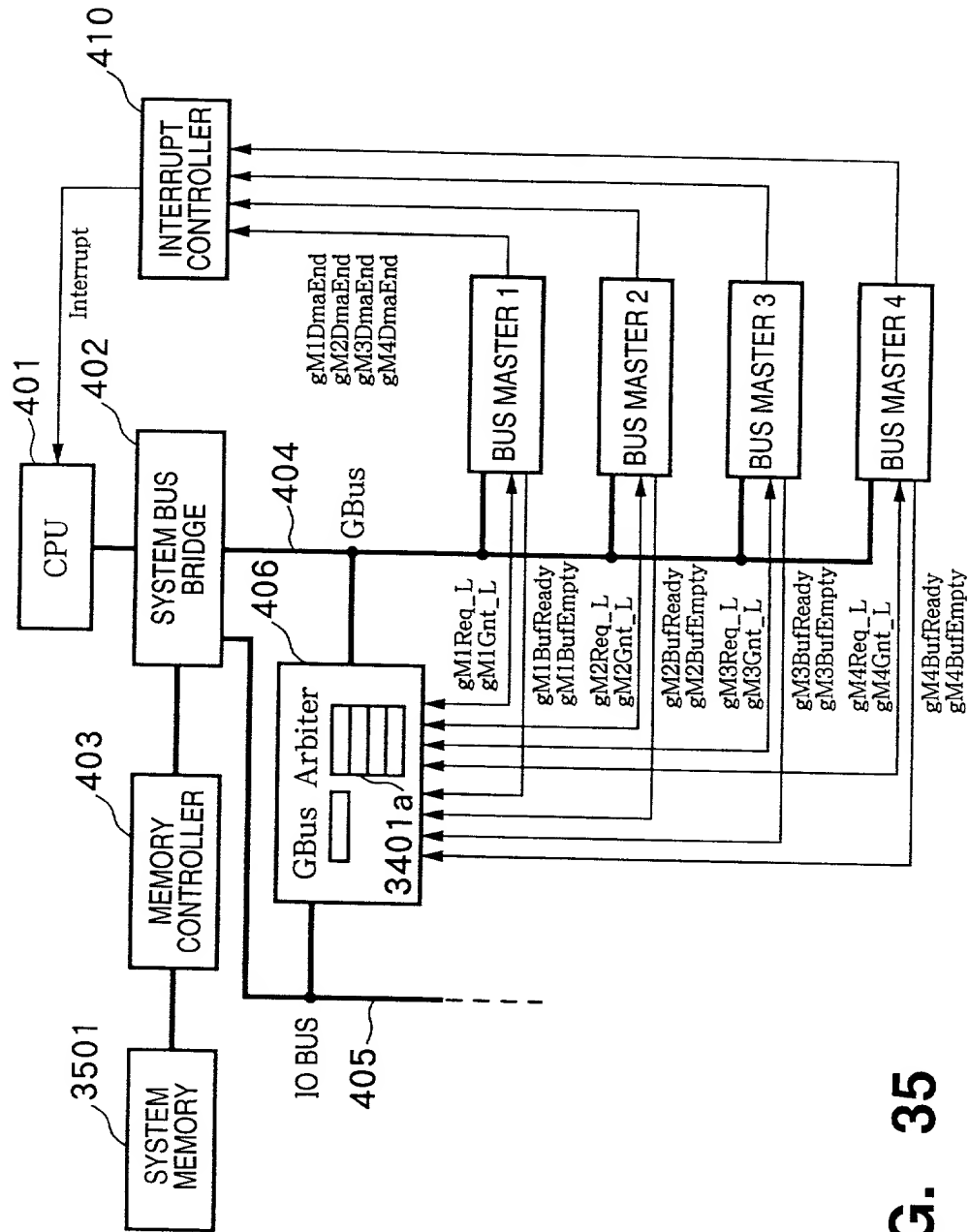


FIG. 35

FIG. 36

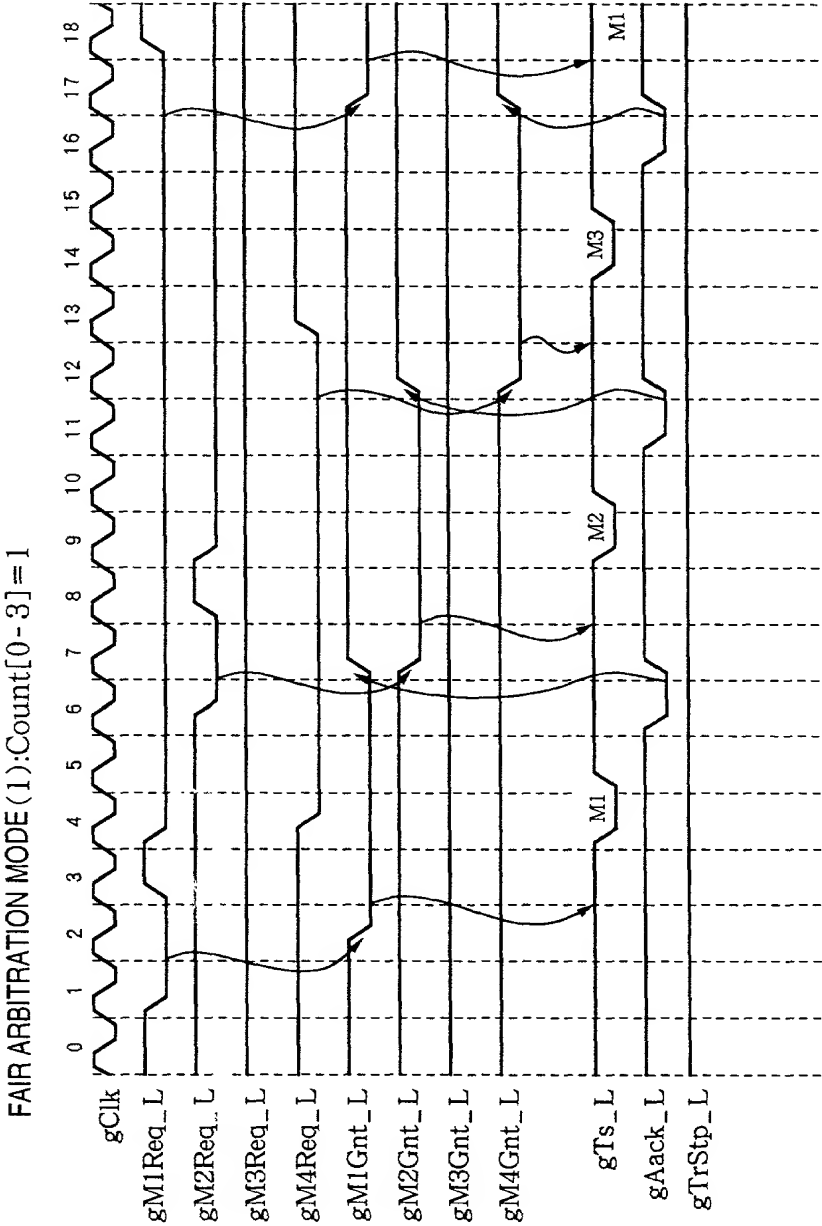


FIG. 37

FAIR ARBITRATION MODE (2):Count[0]=2,Count[1-3]=1

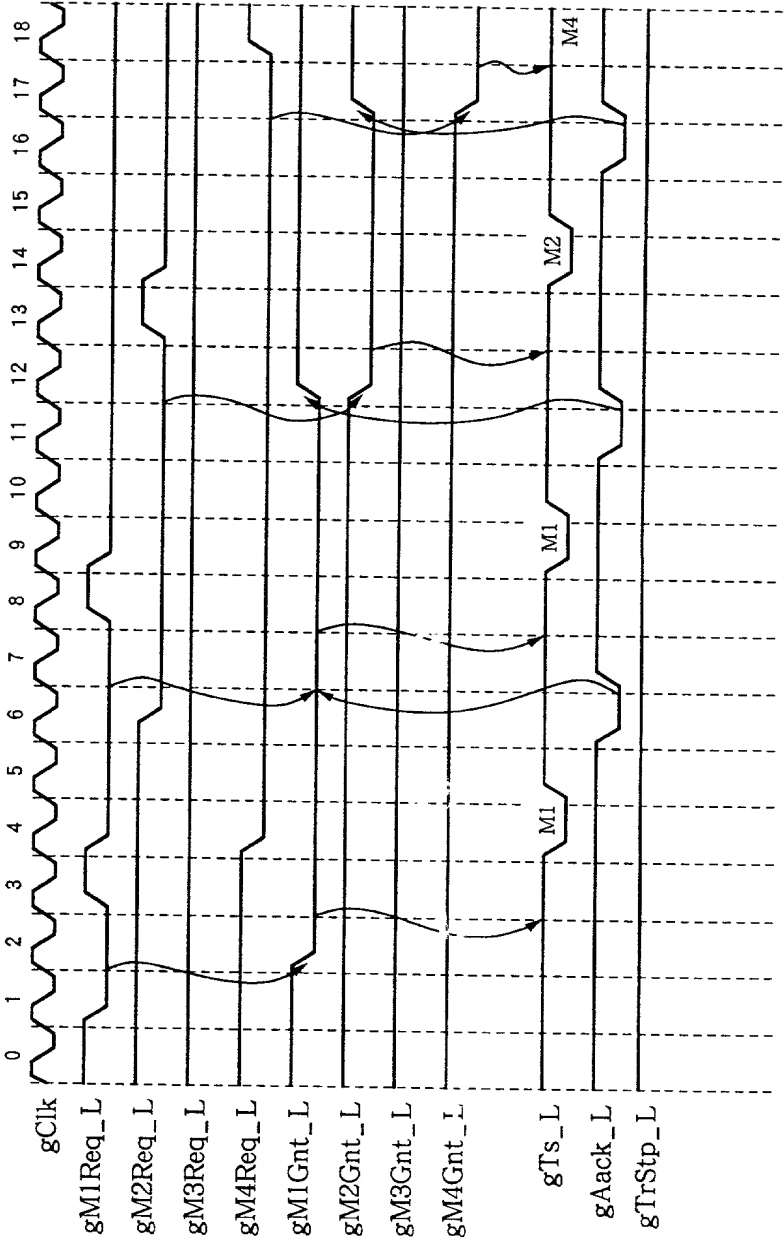


FIG. 38

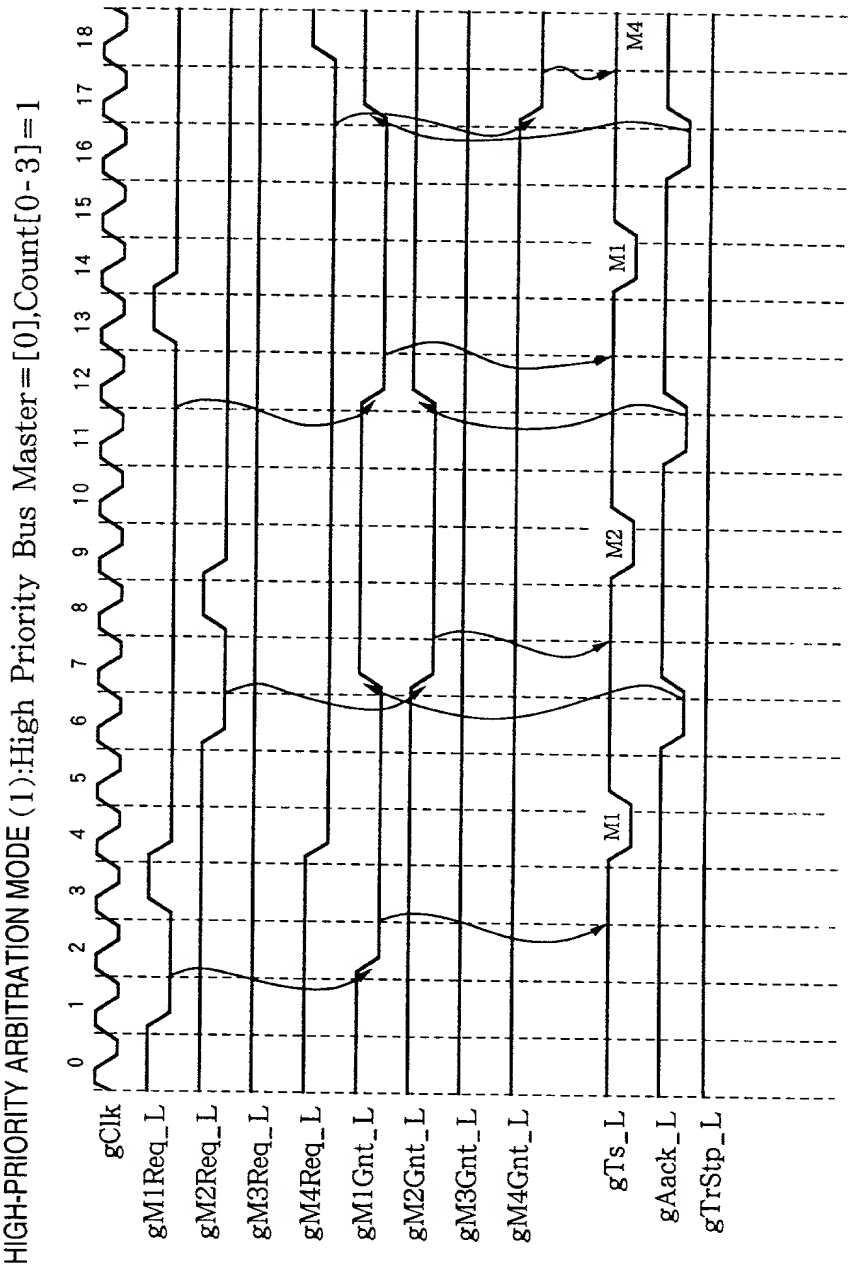


FIG. 39

TRANSACTION STOP CYCLE (1): High Priority Bus Master = [0]

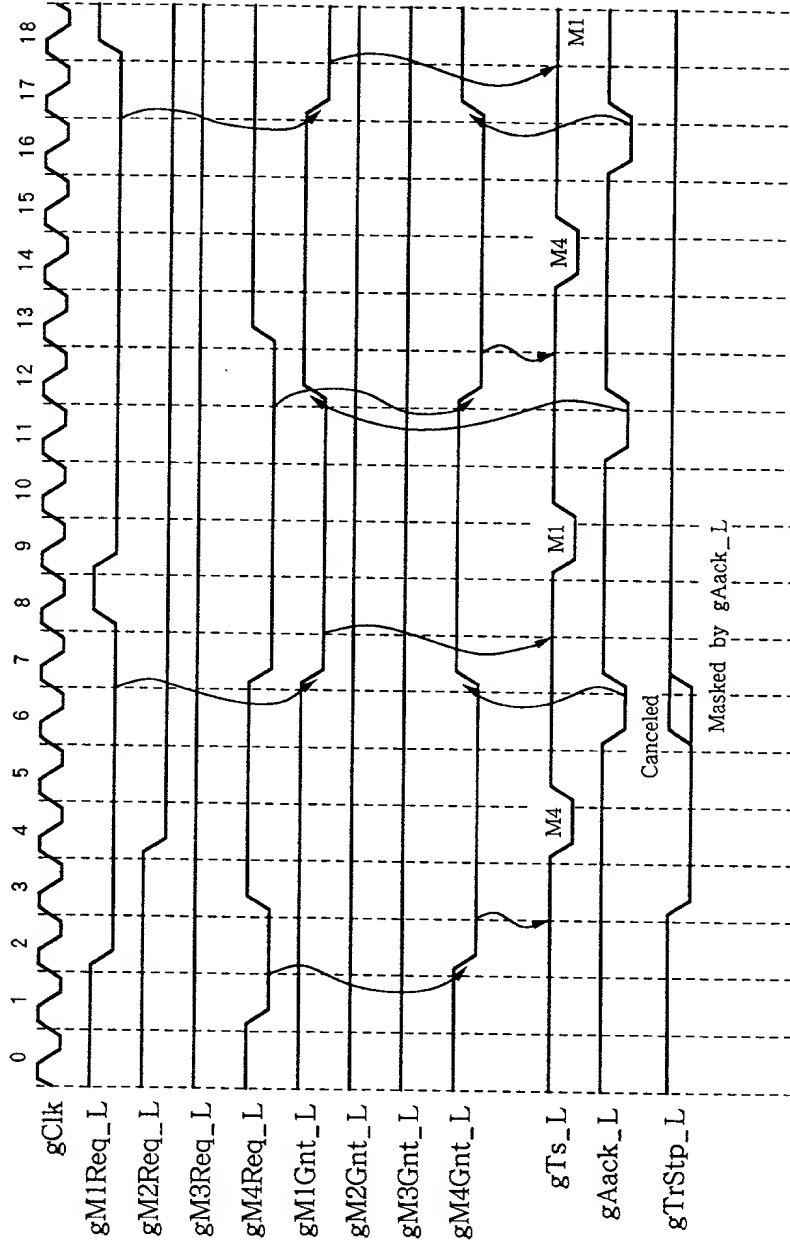
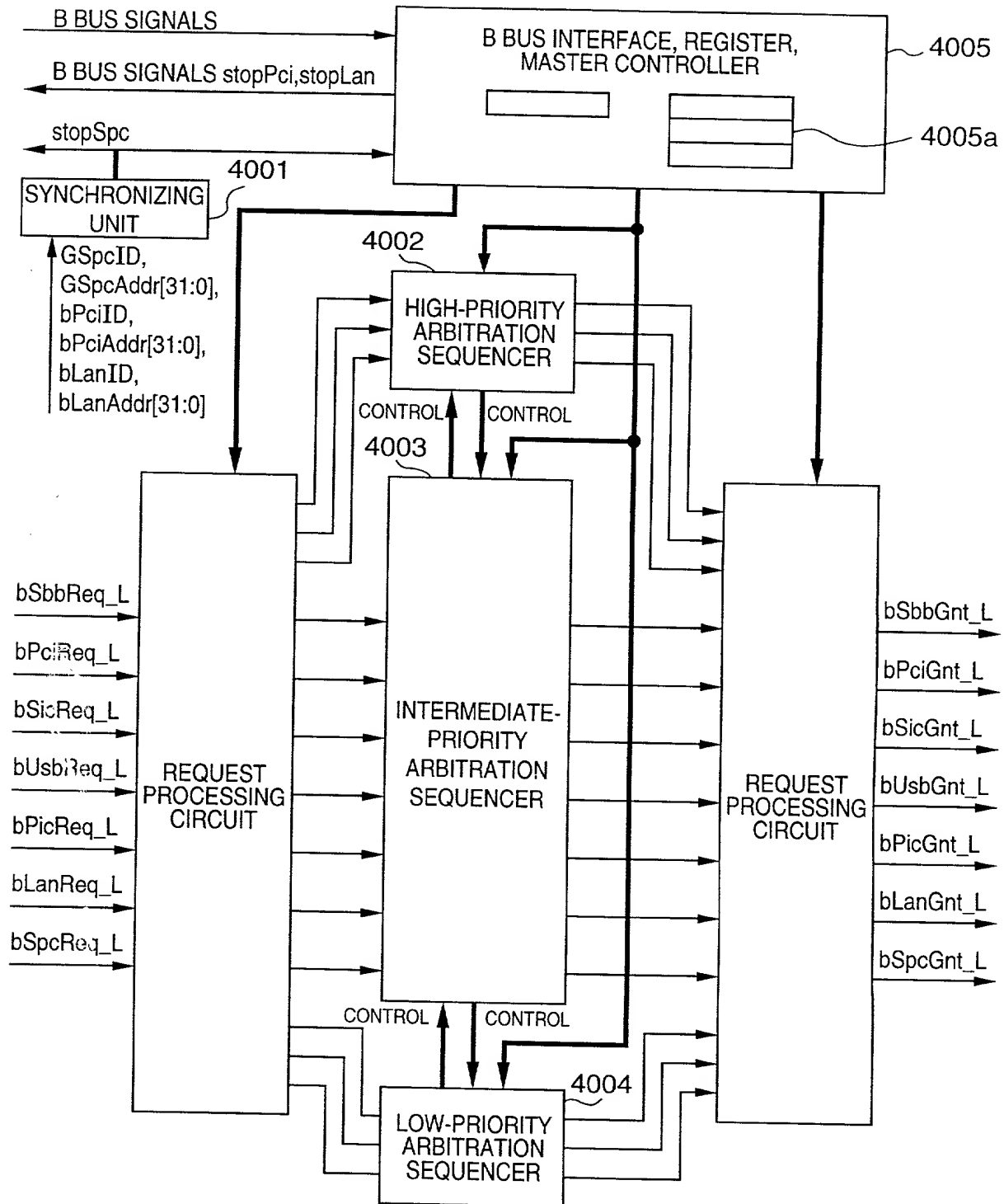


FIG. 40



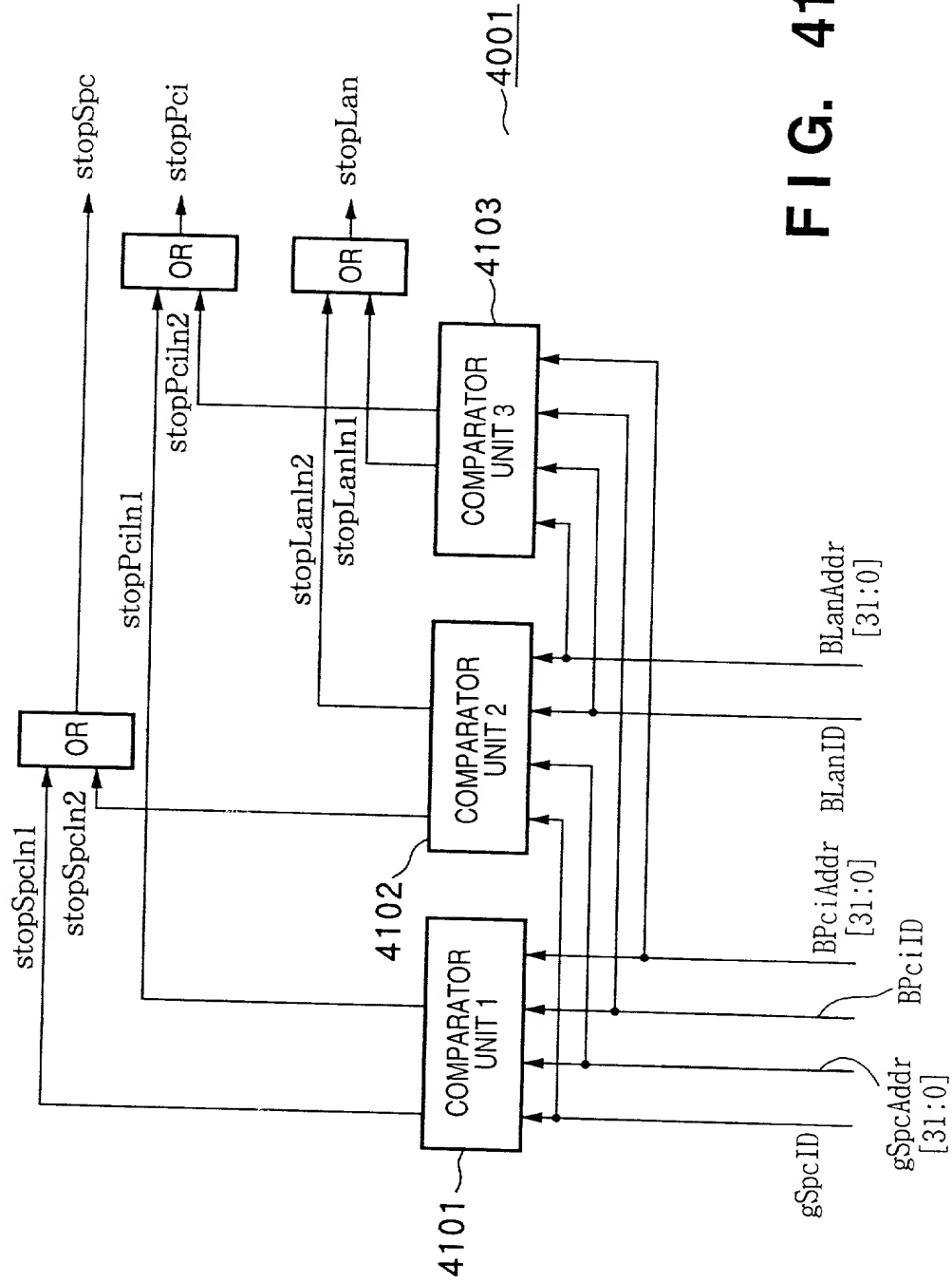


FIG. 41

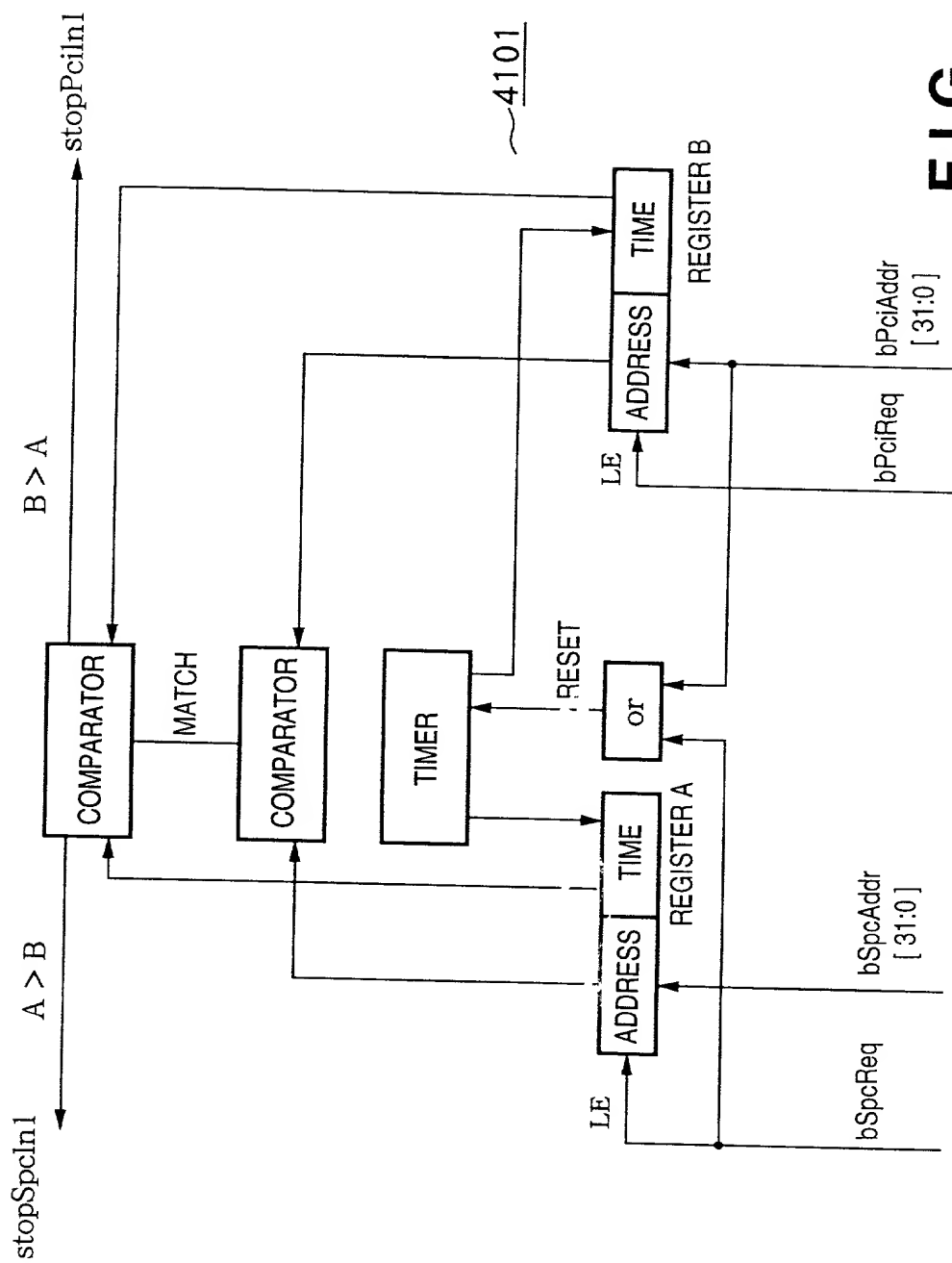
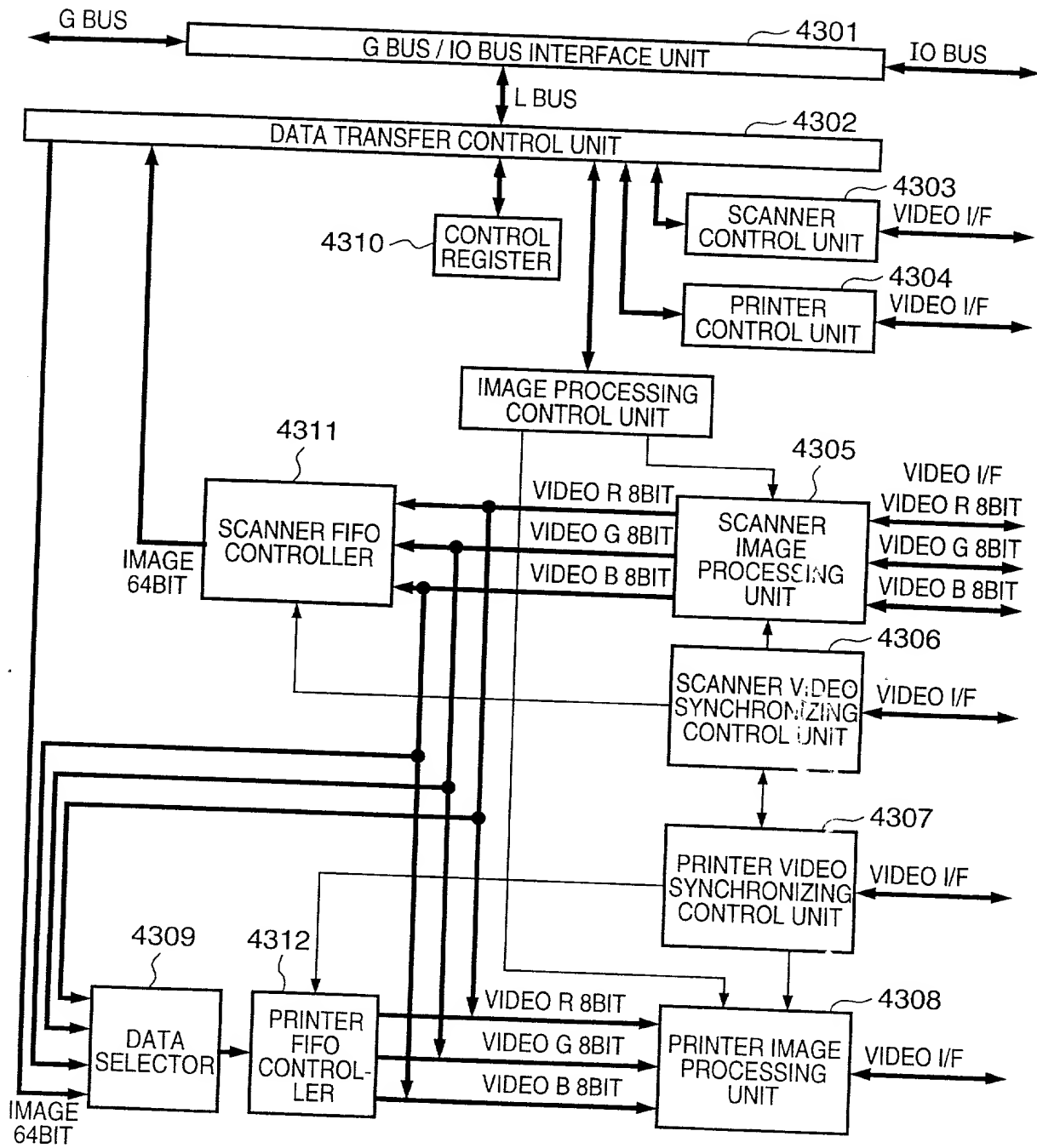


FIG. 42

FIG. 43



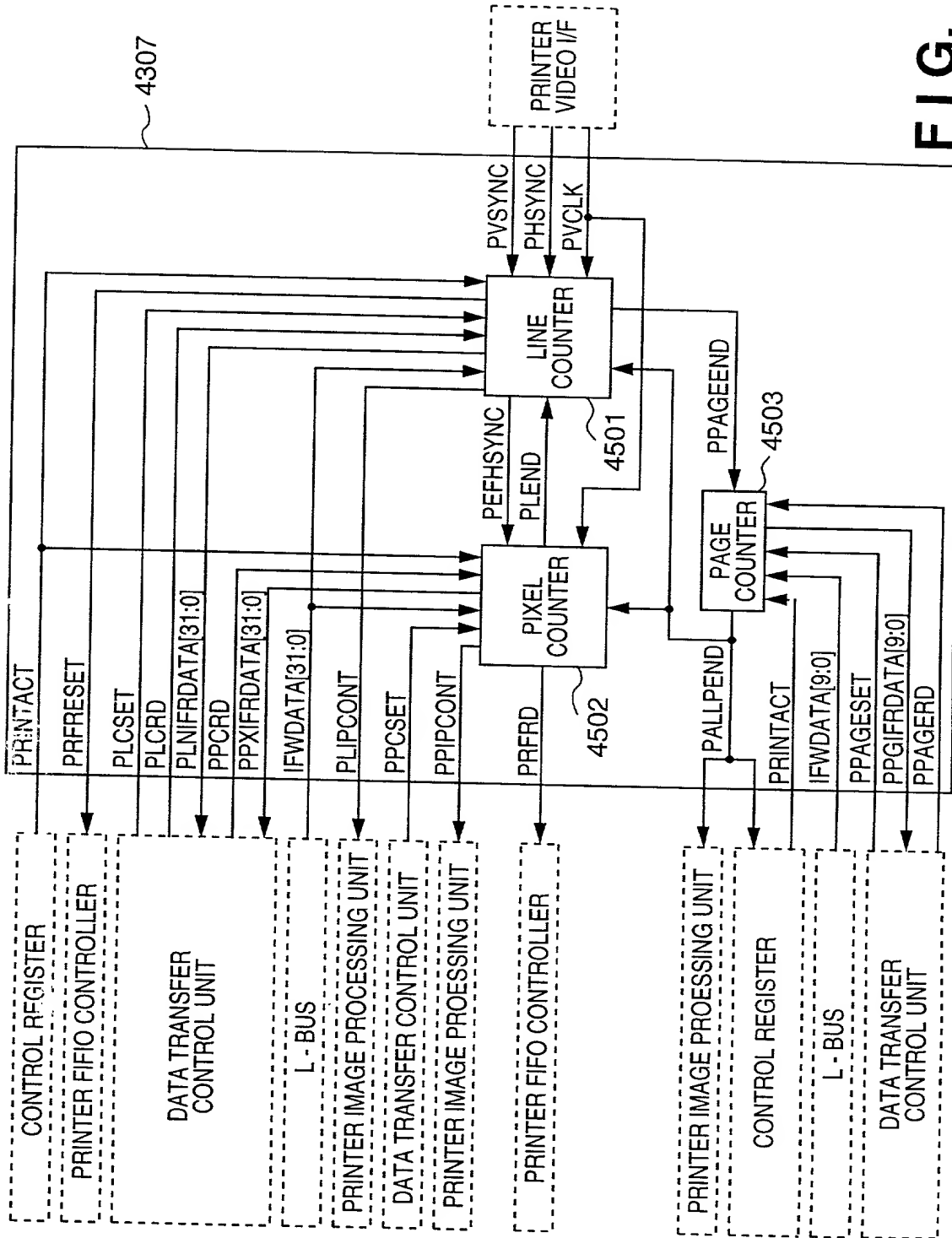
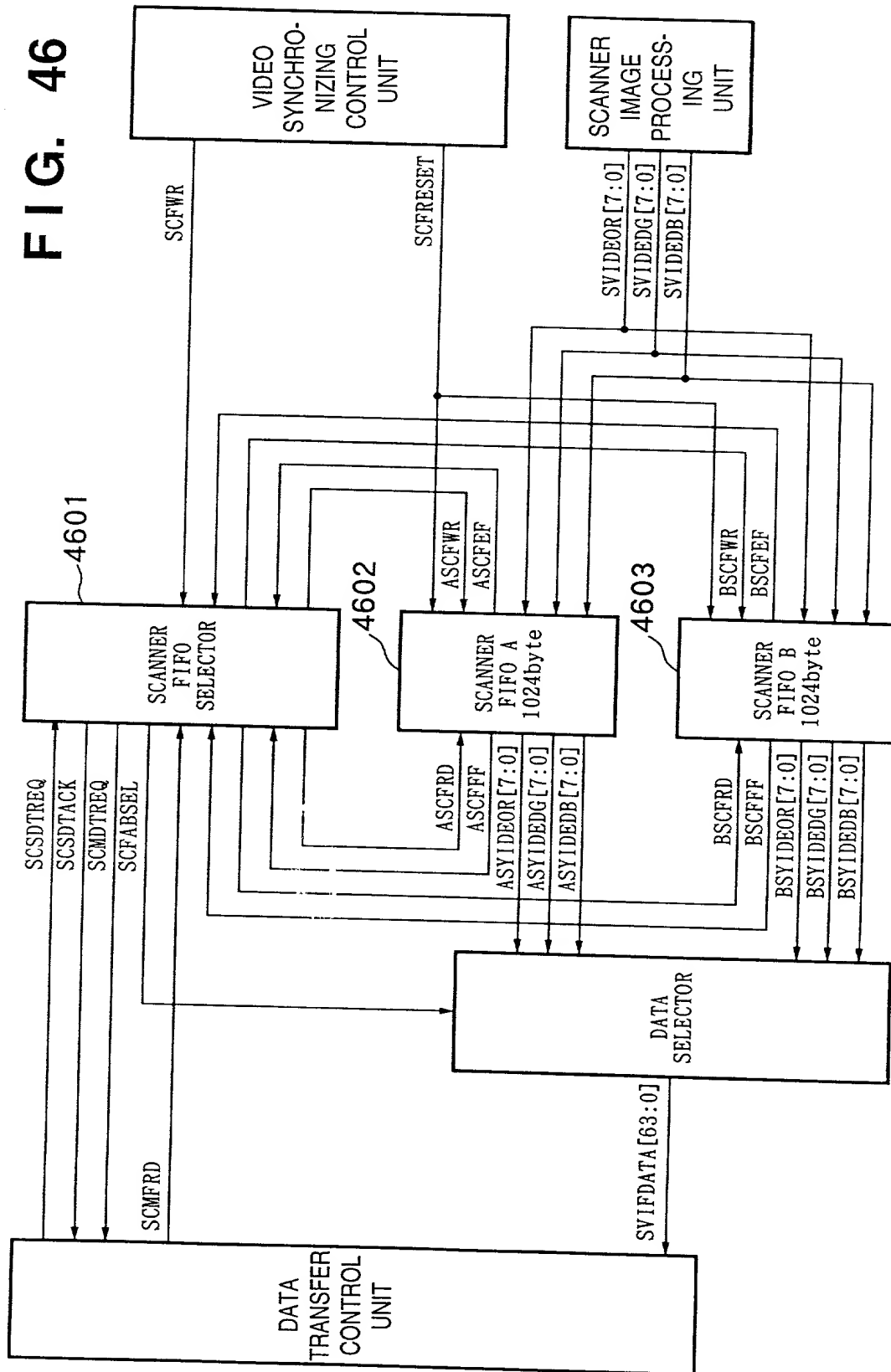


FIG. 45

FIG. 46



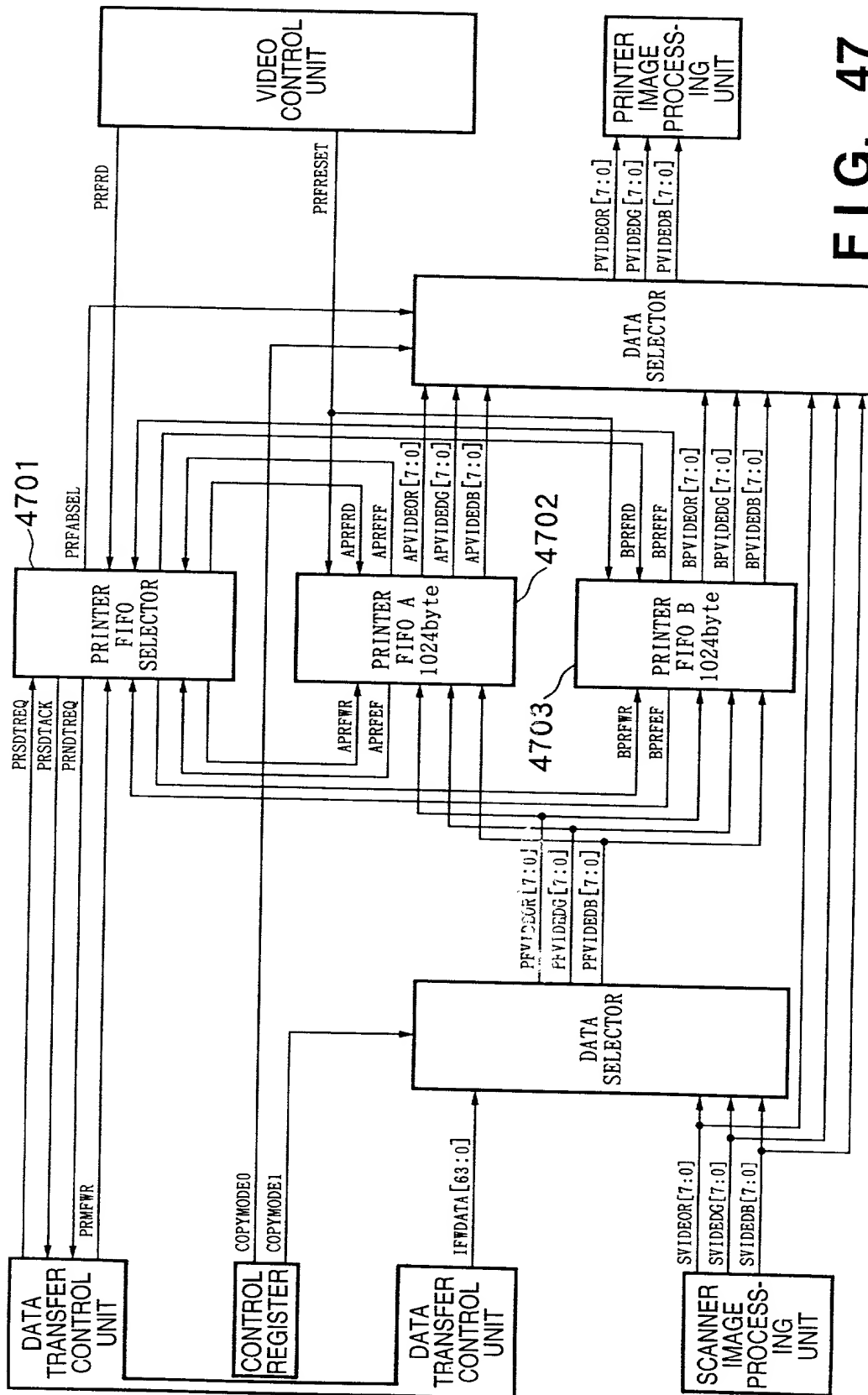
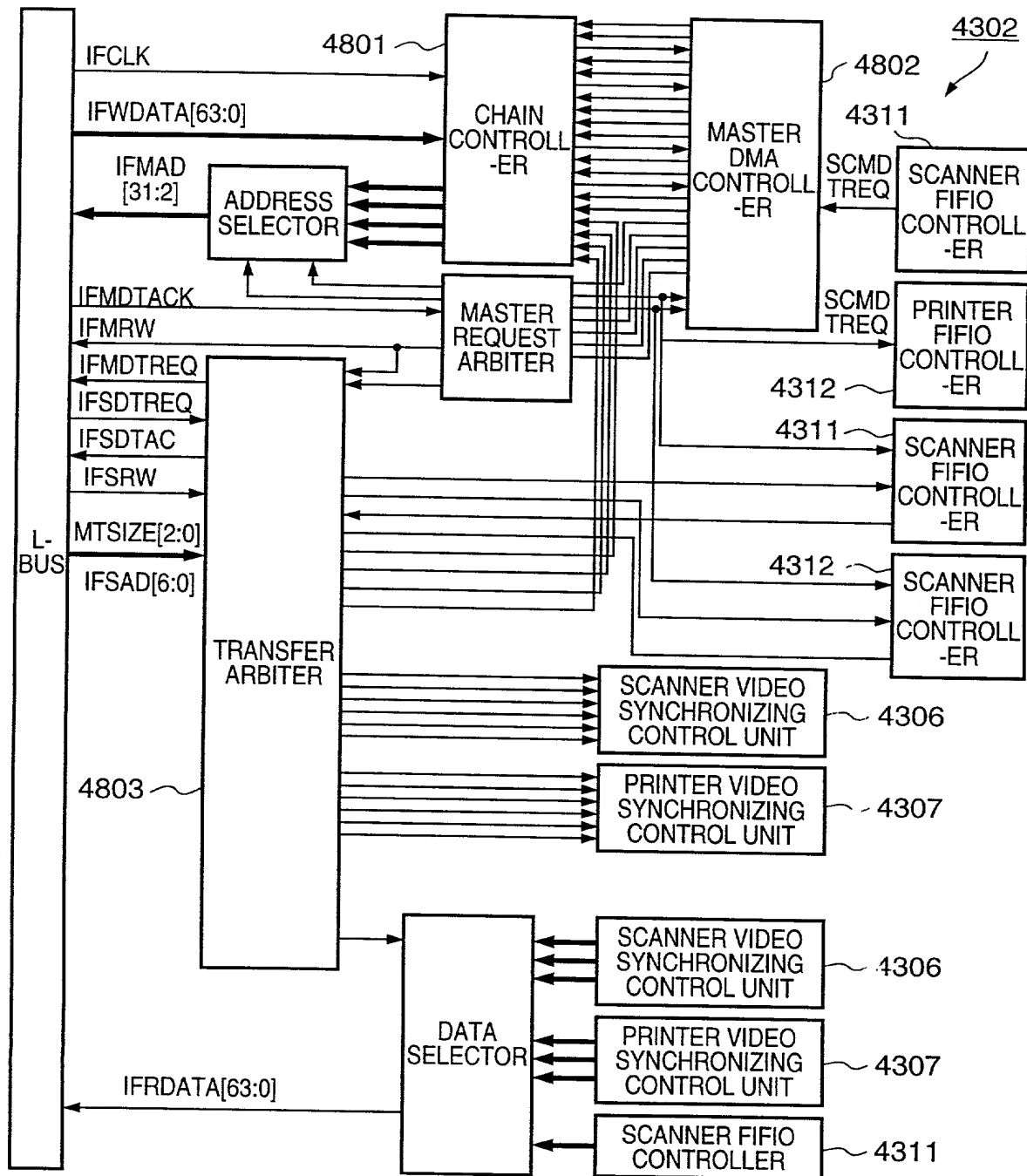


FIG. 47

FIG. 48



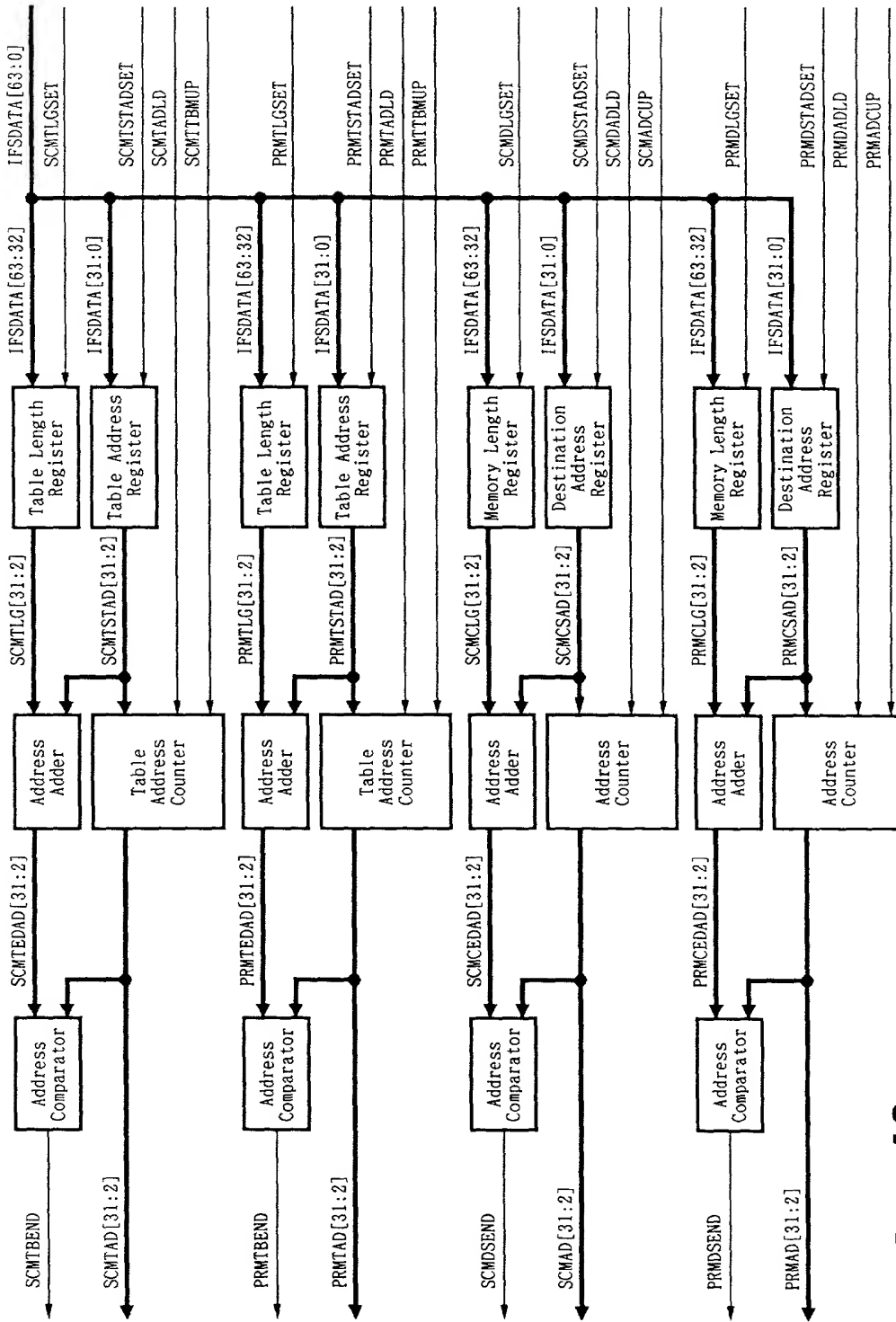


FIG. 49

FIG. 50

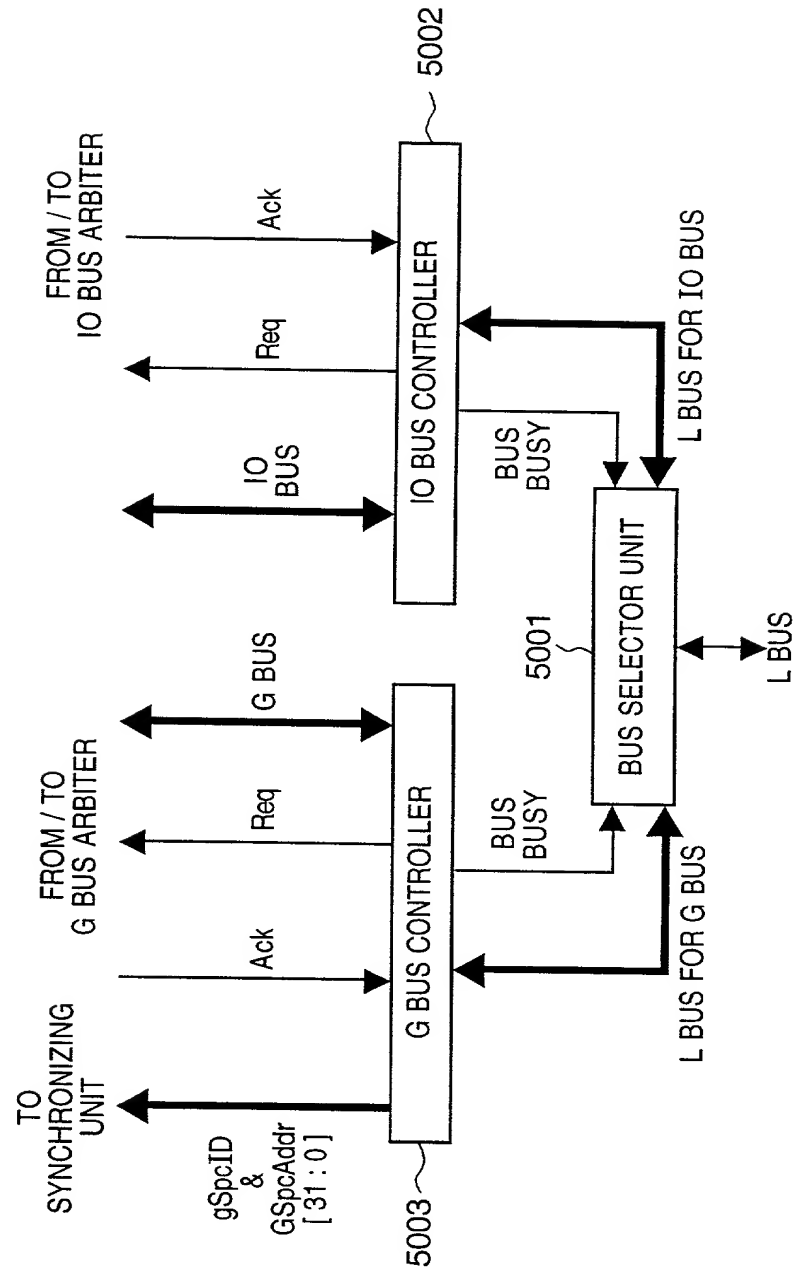
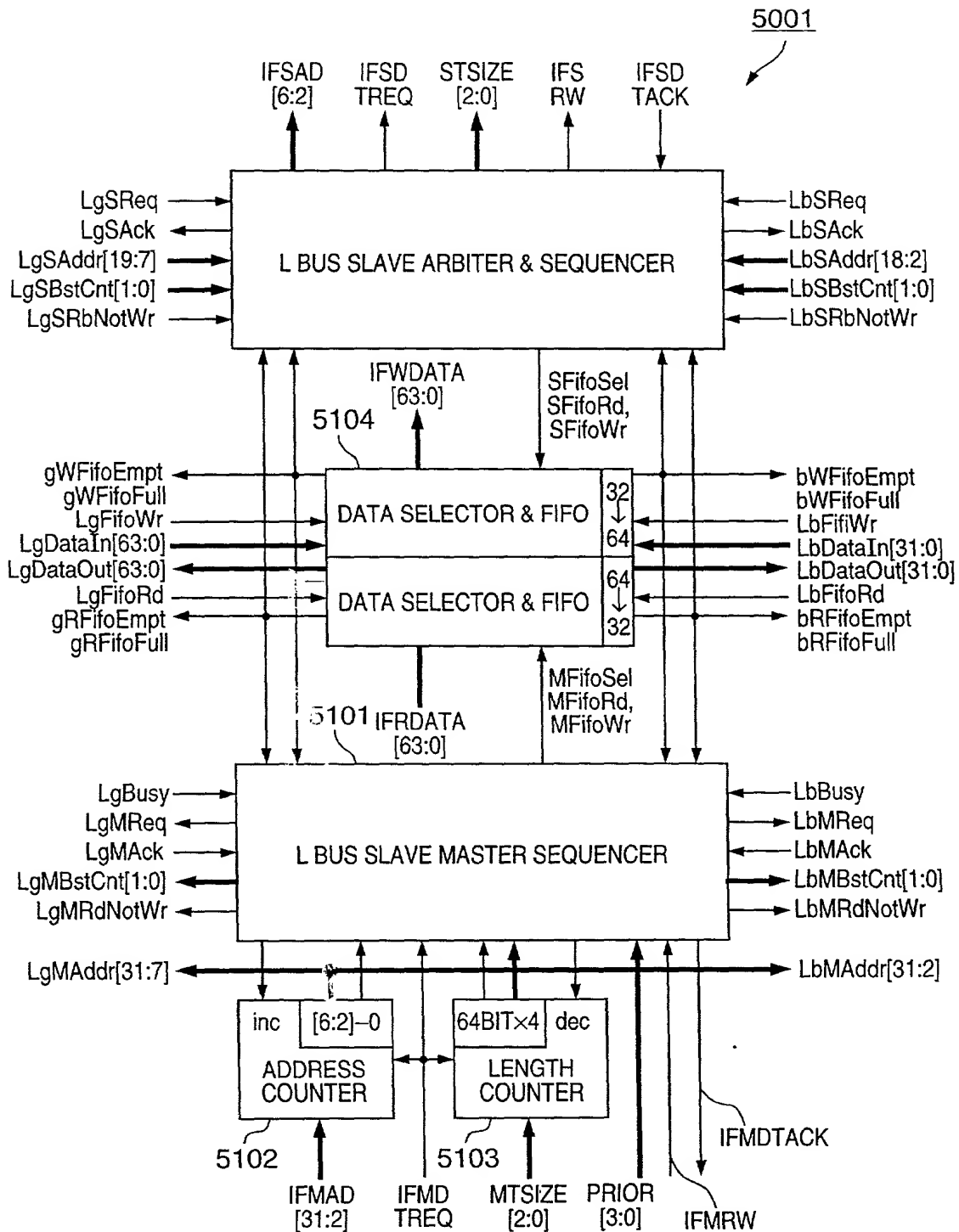


FIG. 51



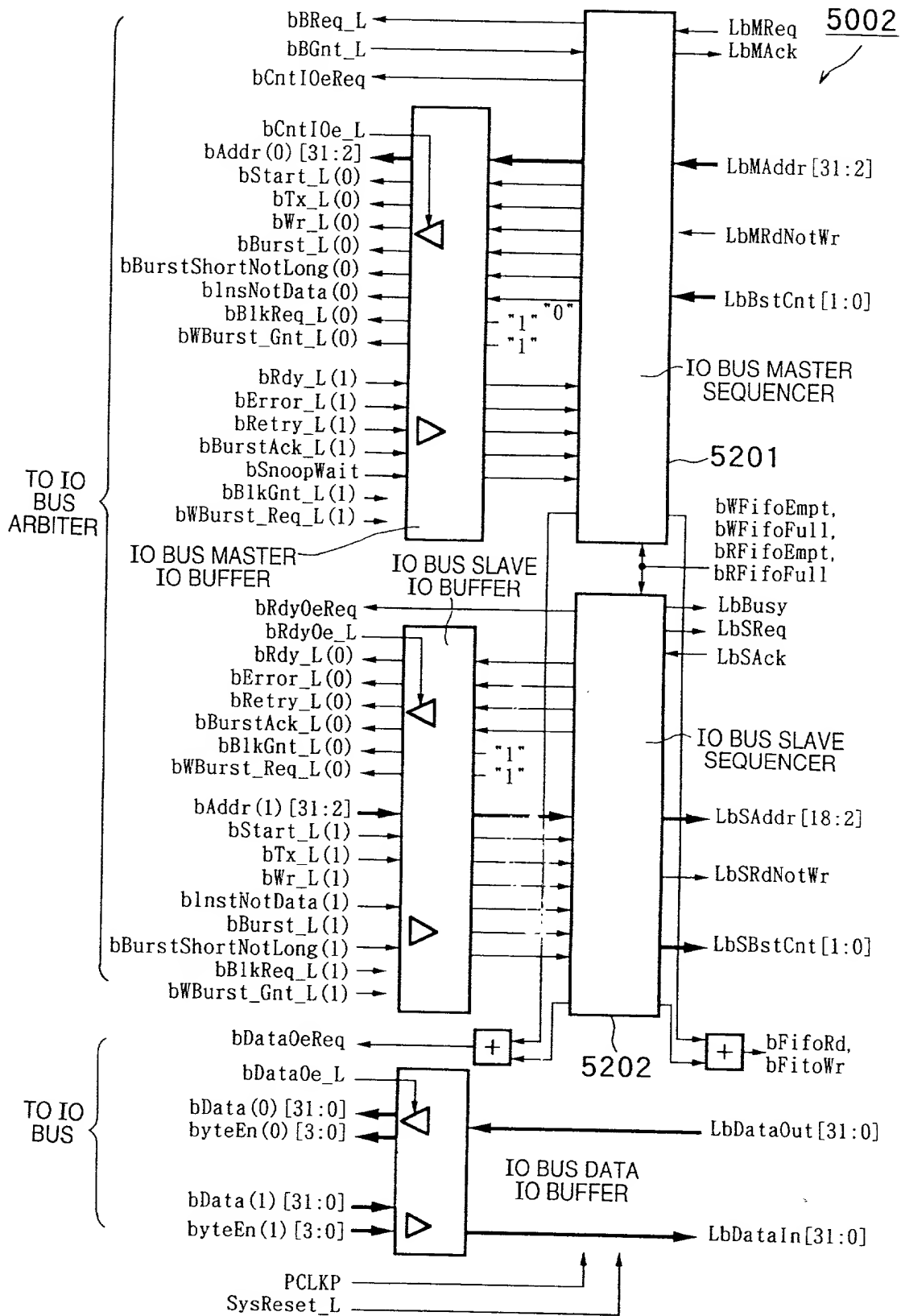


FIG. 52

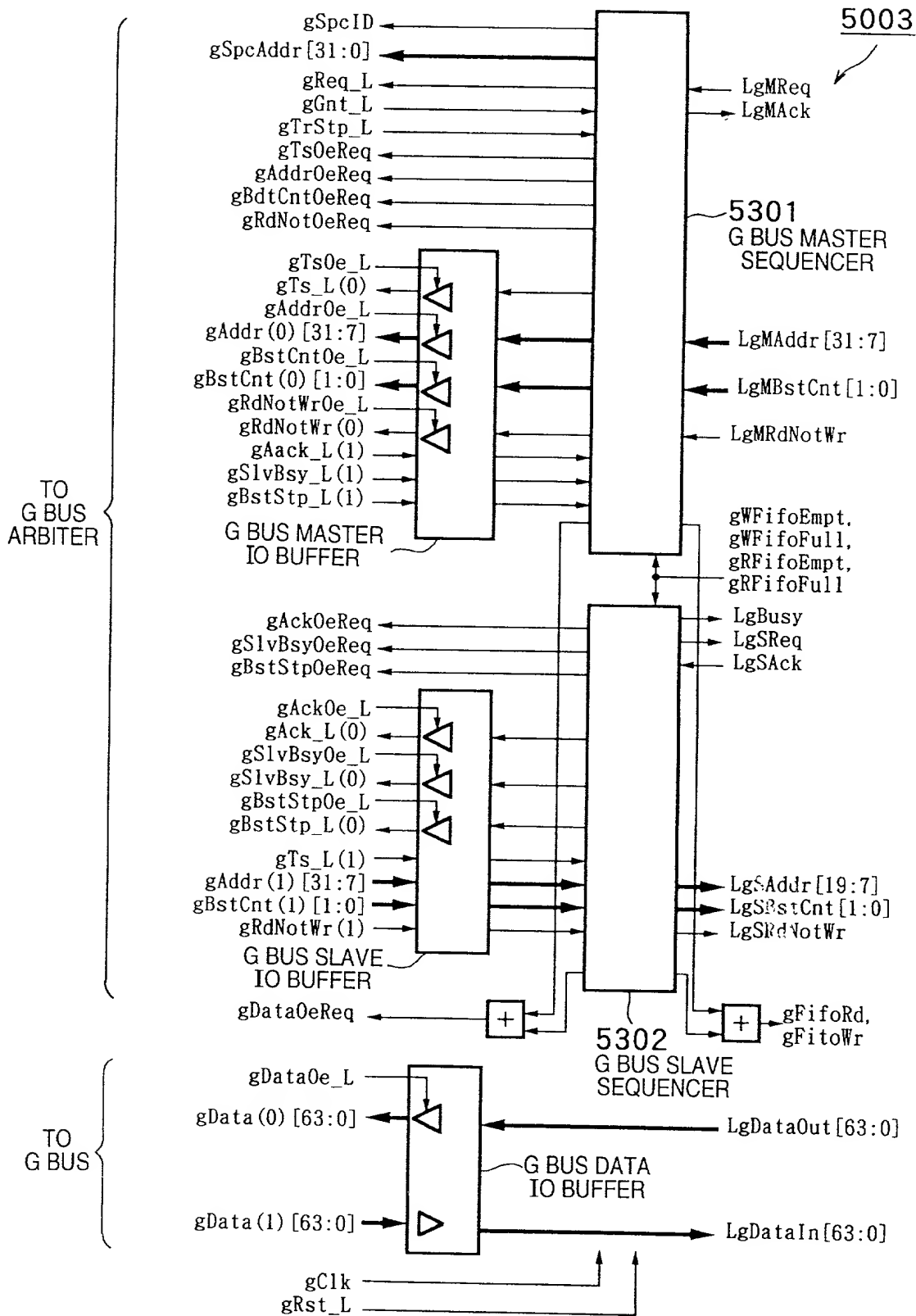


FIG. 53

FIG. 54

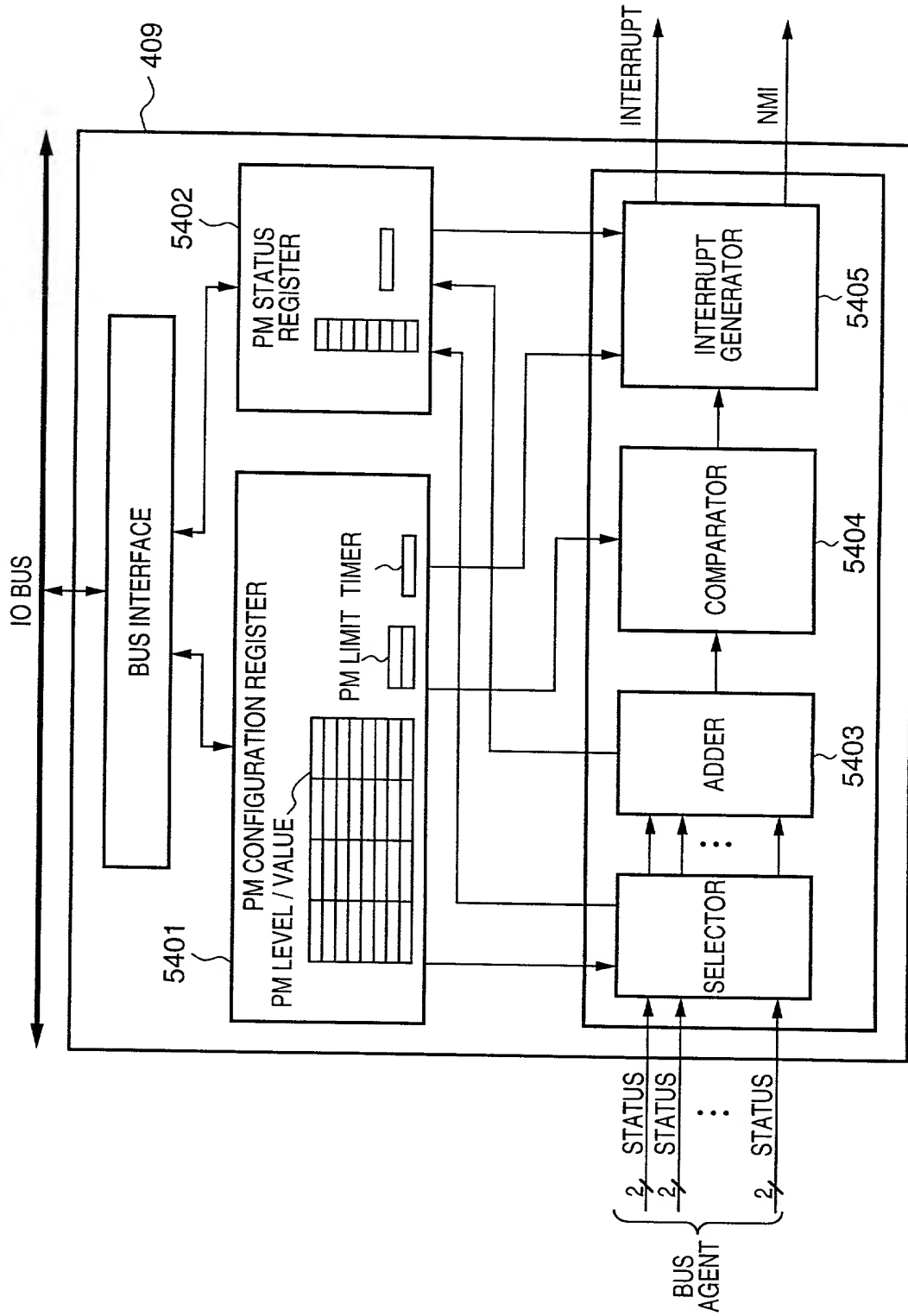
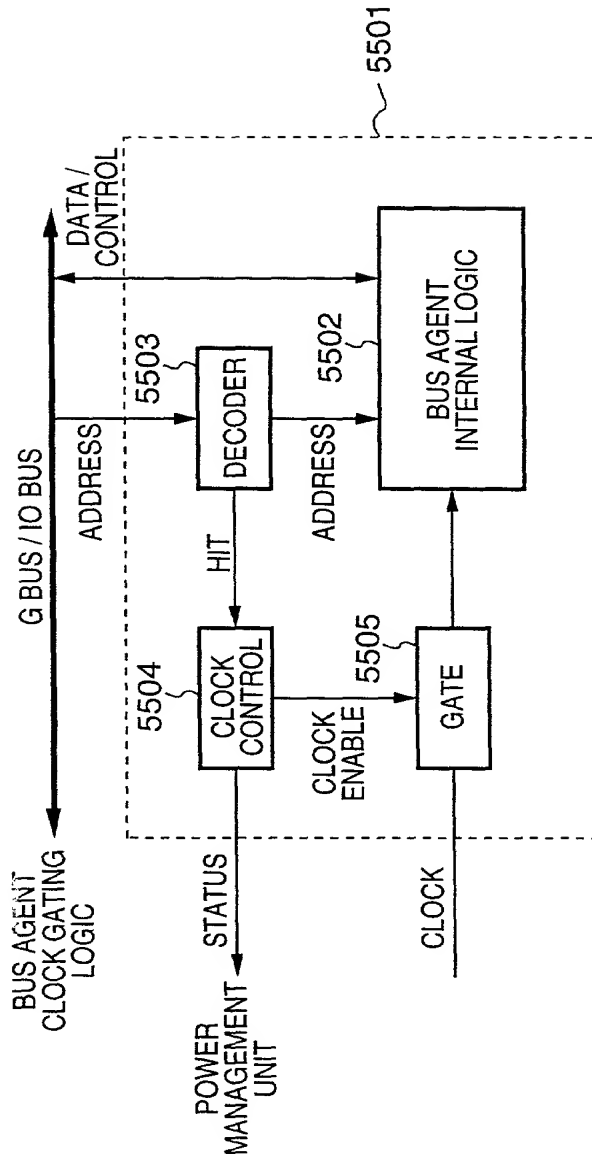


FIG. 55



(CLOCK CONTROL)

- BUS AGENT DETECTS BUS ACTIVITY AND TURNS CLOCK ON AND OFF AUTOMATICALLY.
- THREE STATUS, NAMELY "SLEEP", "WAKE-UP" AND "WAIT".
- "SLEEP" IS A STATE IN WHICH BUS AGENT EXHIBITS NO ACTIVITY AND CLOCK HAS BEEN STOPPED.
- DECODER AND CLOCK CONTROLLER OPERATE EVEN IN SLEEP STATE; THEY MONITOR BUS AND WAIT FOR REQUEST.
- WHEN DECODER DETECTS ITS OWN ADDRESS, IT OPENS CLOCK GATE, ACTIVATES CLOCK OF INTERNAL LOGIC IS ACTIVATED AND COMPLIES WITH BUS REQUEST. STATE SHIFTS TO WAKE-UP.
- WHEN DATA TRANSFER ENDS, TRANSITION IS MADE TO WAIT STATE AND NEXT REQUEST IS AWAITED. CLOCK REMAINS ACTIVE. IF THERE IS REQUEST, WAKE-UP STATE IS RESTORED AND TRANSFER IS CARRIED OUT. COUNTING IS PERFORMED BY TIMER WHILE REQUEST IS BEING AWAITED.
- IF TIMER RUNS OUT OR TIME WITHOUT REQUEST BEING ISSUED, TRANSITION IS MADE TO SLEEP STATE AND CLOCK IS STOPPED.

FIG. 56

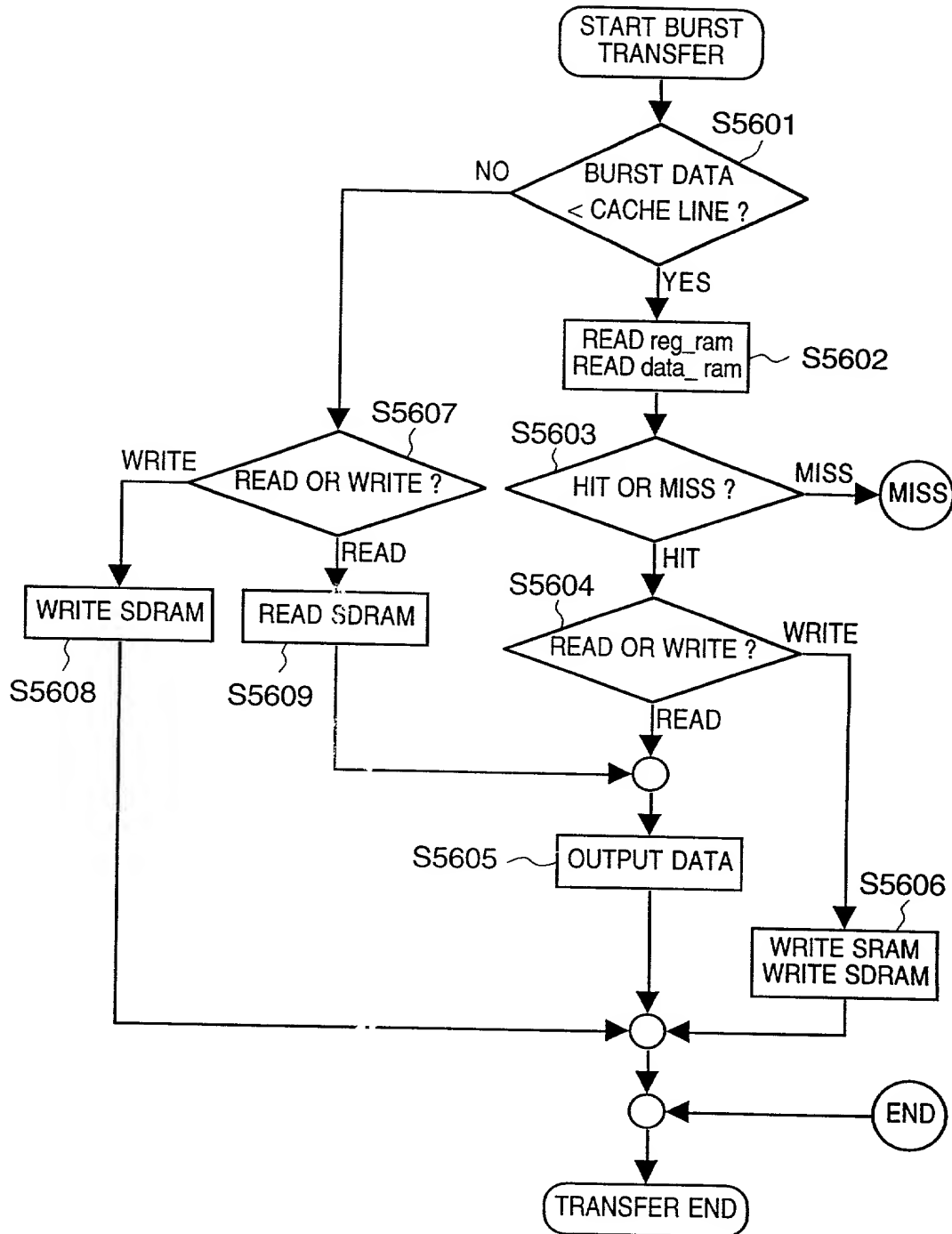


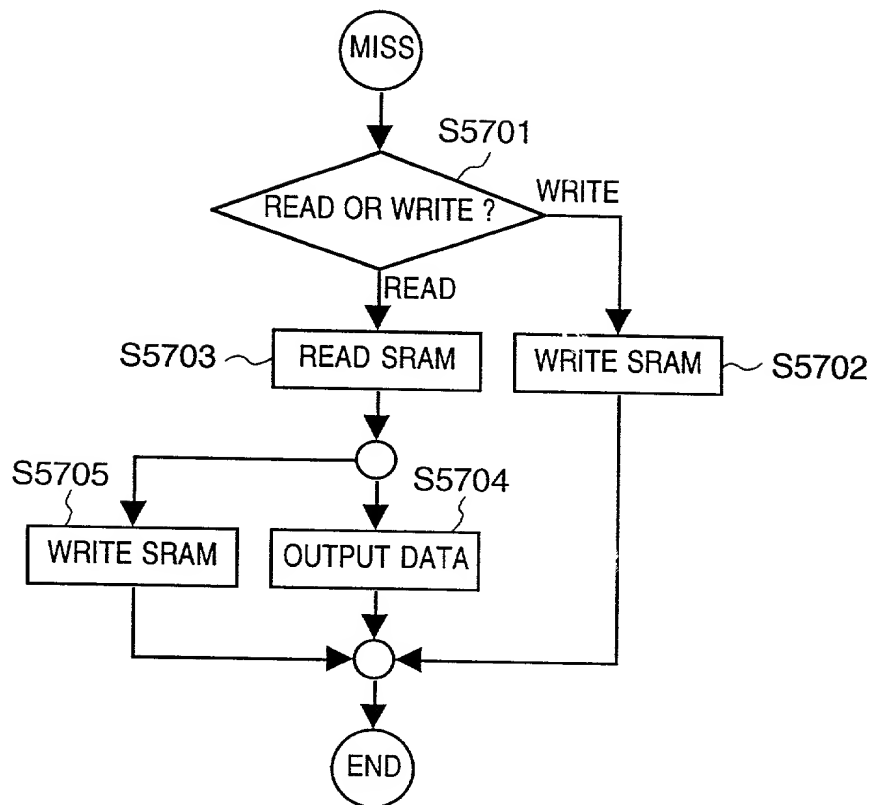
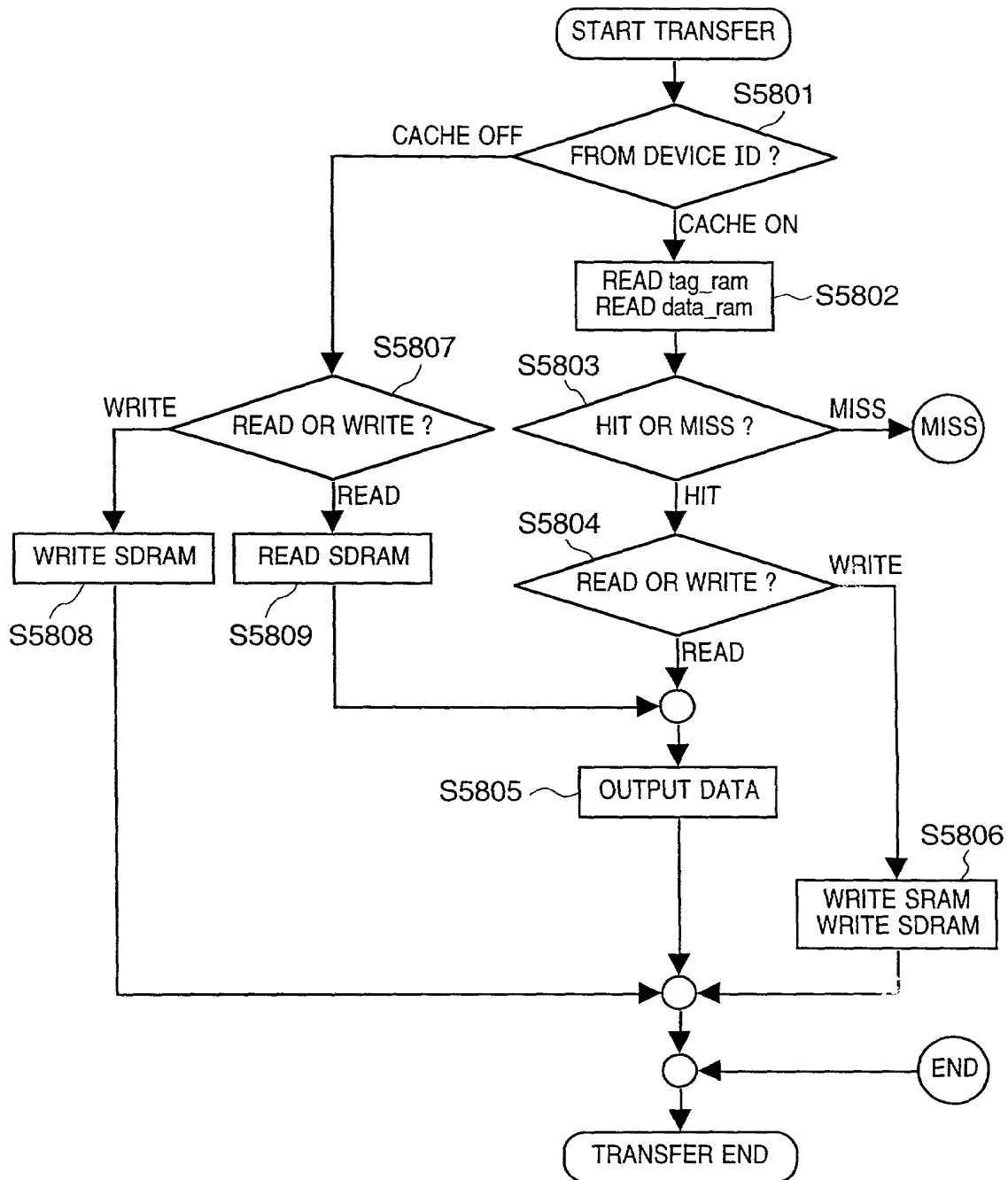
FIG. 57

FIG. 58



F I G. 59